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THE DOOM MASTER

WARPZINE

MARCH 2023
Issue 20



ALL NEW 50+ PAGES!

LAN PARTIES IN RUSSIA
INTERVIEW WITH MYOLDEN
COMMANDER KEEN
MORESIXTYFOUR

Escape From the Yawning Ravine

Hellbound

Unholy Realms

Beautiful Doom

The Apocalypse Project

Doom Delta

& much more!

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LadyMistDragon
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Endless a Third Time
My Name is Jan

VERY SPECIAL THANKS TO:

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TheEvilGrin, lead graphic designer of this issue.

4MaTC and **Nikoxenos,** the "graphical" pillars of the *Wadazine*.

Elend, designer of every single *Wadazine* logo and related.

And to all of our **community artists** and **contributors**, we thank **you!**

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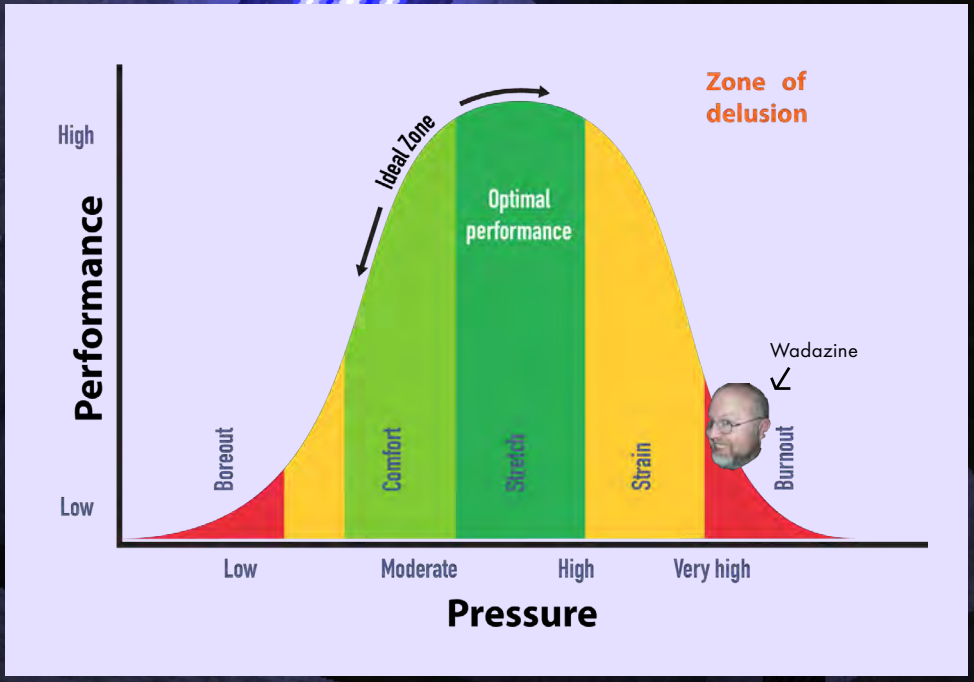
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niko note

Welcome to Issue 20 of the Doom Master Wadazine! Wow, what an adventure the WZ team has been on to get this issue out. The pressure of putting out a timely, high quality publication has reached a peak (we abandoned the timely part).

The likes of Eric Claus, Taufan99 and Gaia74 have all ponied up some great WAD Corner reviews for this issue. LadyMistDragon has contributed another installment in the epic, longrunning review column Nimble Newstuff Mentionations.

Immorpher has brought us another great article from the Doom 64 community. Newcomer My Name is Jan hits us with an uncommon topic for Wadazine- Commander Keen.

Finally we have a very special article by DantosKing about LAN Parties in Russia. This article required a huge amount of work to coordinate and translate, and Endless and 4MaTC went to great lengths to achieve this. Please appreciate this exclusive insight into the international Doom scene!

Issue 20 has revealed many weaknesses in the Wadazine's production process, especially regarding the design. While we have received great acclaim for our layouts, the reality is that the time commitment required to make a (relatively) professional sometimes 100+ page magazine has crept out of control.

Obviously the community has rallied and you are now reading the incredible result of that hard work. TheEvilGrin really dug in their feet and made a huge effort on the graphic design and typesetting this issue- it truly would not have been released without their dedicated efforts. 4MaTC has also made a significant contribution to the design, after being unable to participate recently due to the conflict in Europe.

Much like the Doom community, the Wadazine endures the ebbs and flows of popularity. Despite the lack of releases, our Discord has continued to grow and show considerable interest in future issues.

Nikoxenos

endless has been kidnapped by imps but he is ok

MORE FOR 64



BY IMMORPHER, STEPPSKIE, TWILIGHTSOUL1, AND ZOYAHU

Back in issue 13 we wrote about the future of **Doom 64** modding in *"Sixty Four The Future"*, which covered **Doom 64** inspired projects currently in the works. It's another year so we decided to present more, while the awards issue is cooking, for the good ole **Doom 64**!

AETHERBOUND BY RED ROSIES

Aetherbound is a map set based on **Doom 64** assets, the *OTEX* texture set, and various other sources for the *GZDoom* engine. Its creator, *Red Rosies*, has taken influences from **Doom 64**, *Halo*, *Dusk*, and *Doctor Who* (the *Heaven Sent* episode). Assisting *Red Rodies*, is *Substance20* with concept art and also *Hexencraft* provides a new soundtrack. So you can expect something out of the ordinary with *Aetherbound!* Concerning the scope of this project, *Red Rosies* said: "The first idea for the project was to stick to **Doom 64**'s design philosophies without the limitations **Doom 64** demanded, so you'll see a lot of familiar themes on a grander scale." For example, you will have the **Doom 64** inspired weapon loadout but with updated mechanics, animations, and sounds. We hear that the storytelling experience will be quite unique as well. *Red Rosies* doesn't want to spoil anything, but left us this: "If you chose to make every hell personal, you will eventually find your own." And this seems quite fitting for the mental health themes of the **Doom 64** story. As of this writing, a public demo of this project has been released, so go play!



AETHERBOUND BY RED ROSIES

BRUTAL DOOM 64 2.666 BY SWC132994 & FRIENDS

Back in 2016 *SgtMarkIV* released *Brutal Doom 64* to a fresh audience who just came from playing **Doom 2**016. This put **Doom 64** on the map for many people and it was the top 5 mods of the year on *ModDB*. Of course it had its slap-stick *Brutal Doom* quirks, but it also had an enhanced atmosphere with dynamic lighting, light rays, and smoke. Importantly, it also added substitutes for the missing monsters from **Doom 2** that **Doom 64** wasn't able to add. To top it off it supported multiplayer, which allowed many people to play **Doom 64** in multiplayer for the first time. It received its last update at the end of 2016, but that hasn't stopped modders from keeping it alive. Perhaps the most significant progress has been made by *swc132994, IDDQD_1337, Big Stronk, Craneo, I'M, Styd051, Nathan Silver* and others in *Brutal Doom 64 2.666*. This version fixes bugs, tweaks the graphics, and updates the enemy sprites too for the modern *GZDoom*. It now includes nightmare monsters from *Project Nightmare*, weapon updates, and new sprites from *DrPyspy*. There have been almost daily updates for the past year, almost too much to keep track of! It's a much needed update for an important part of modding history and it will be released soon.





BRUTAL DOOM 64 HD BY FUBAR

Brutal Doom 64 HD is a project years in the making to increase the resolution of *Brutal Doom 64* graphics by editing neural upscales of its textures and sprites. Given the extra graphical detail *Brutal Doom 64* added to **Doom 64** in terms of decorative sprites and decals, it is fitting that this mod is adding detail via increased resolution as well. Created by *FUBAR*, *Brutal Doom 64 HD* was initially covered in *"Sixty Four The Future"* in issue 13 when it was in its early stages. Since then a beta version has been made available for public testing where most of the sprites and textures have been upscaled. Expect to see lighting updates and changes be more faithful to the original **Doom 64** in future updates. Already the chaingun has been updated to a purplish light like the original **Doom 64**. A long term goal is to also add PBR materials, so that some textures will shine and have depth when dynamic lights are present. Expect to see *Brutal Doom 64 HD* being used as base for many mods in the future, whether for *Brutal Doom 64* or others!



CORRUPTION BY AGONY ZENITH

Corruption is a megawad currently being built by agony *ZENITH* for the *Doom 64 Remaster*. We first started covering it way back in *"Sixty Four The Future"* of issue 13. Since then it has had a graphical and auditory overhaul. It now uses a custom texture set, with new sprites, and new sounds too. To quote *agony ZENITH*: *"With Doom 64 Remaster I am fully able to add new sounds and music for what I am trying to create. To me these create a new* ***Doom 64*** *experience and atmosphere."* We can tell you the atmosphere is quite unique: imagine synthwave meets horror. You're in a universe inhabited by *"Libeons"* who create prison worlds for their corrupted living things. And as *agony ZENITH* explains, "You are playing a soldier that is already in the process of being corrupted, stuck in a never ending loop without knowing it." To escape this loop, you will have to fight and fight hard as some of the maps will be a slaughter-style challenge.




DELTA 64 BY ANTNEE

DOOM 64: THE WAY WE REMEMBER IT BY NATHAN SILVER AND FRIENDS

How well do you remember **Doom 64**? Do you remember where you found each key? Do you remember the textures on the wall or the colored lights? Well this is the essence of the challenge of *"Doom 64: The Way We Remember It."* This is a community project where level designers are challenged to rebuild **Doom 64** levels from memory. To quote the project organizer, *Nathan Silver, "While working on Everdoom, I had a thought: what if* ***Doom 64's*** *levels were recreated from memory? I kept thinking about this idea even months after playing Doom 2: The Way We Remember it, but then months later, it got real."* Now that there are various adaptations of **Doom 64**, the discovery of the alpha version, and many gameplay mods, this will be an interesting challenge! Will level designers confuse progression in the original **Doom 64** with other versions or can they remember it how it actually was? Already a few maps have been completed, so it's off to a good start, and we will likely see this released later in 2023.

DELTA 64 BY ANTNEE

Antnee is the author of the legendary *Beta 64*, which was the very first custom megawad for **Doom 64**. After discovering *Doom 64 CE*, Antnee became inspired by how accurately it was able to replicate **Doom 64**'s visuals in the *GZDoom* engine and its freedom to go beyond. Thus *Delta 64* was born; to create a custom level set based on **Doom 64** CE. Already *Antnee* has added custom textures, 3D floors, and more. Also there is a new class of "antimatter" enemies to fight. An early playtesting version has been passed around informally which has impressed many. Right now the project is on temporary hold as *Antnee* has now become a father. Us at the *Wadazine* would like to congratulate *Antnee* and welcome his new child!

DREAMBLOOD BY HEADSHOTTAS

HeadshotTAS is known for making tool-assisted speedruns for **Doom 64** that discovered many of the techniques speedrunners now use to shave time during runs. In fact, one of the discoveries was a method to warp from the *Lair* level to the final credits (skipping a huge part of the game), and that created a whole new speed running category. Recently he has made some of the more memorable levels of *Ethereal Breakdown* too, namely *Putrid Palace, Technological Terror,* and *Ring of Fire*. Designing those levels got him thinking about making his own megawad for **Doom 64** and thus *Dreamblood* was born. Here is a quote from *HeadshotTAS* explaining what you can expect: *"While this is a* ***Doom 64*** *project at its core, I want to create something that transcends the game as most people know it, taking influence from mapsets such as Eviternity, Epic 2, and Sunlust, just to name a few. Basically, I want to create a mapset that is fully modern, while taking advantage of every single feature of the* ***Doom 64*** *engine.* ***Doom 64*** *has profoundly affected me as a person, and I hope that with Dreamblood I can return the favor."* When it's all said and done this megawad intends on being a 64-level project for the *Doom 64 Remaster* and *Doom 64 EX+*. You can expect large



DOOM 64: THE WAY WE REMEMBER IT BY NATHAN SILVER AND FRIENDS

maps, varied skies, recently-discovered features (like jump pads), and a custom soundtrack by *ProxyMIDI* (and eventually *HeadshotTAS* himself). The first episode of 8 maps is planned to be released very soon, so keep an eye out!

EDGE64 BY CHUTZCRAFT

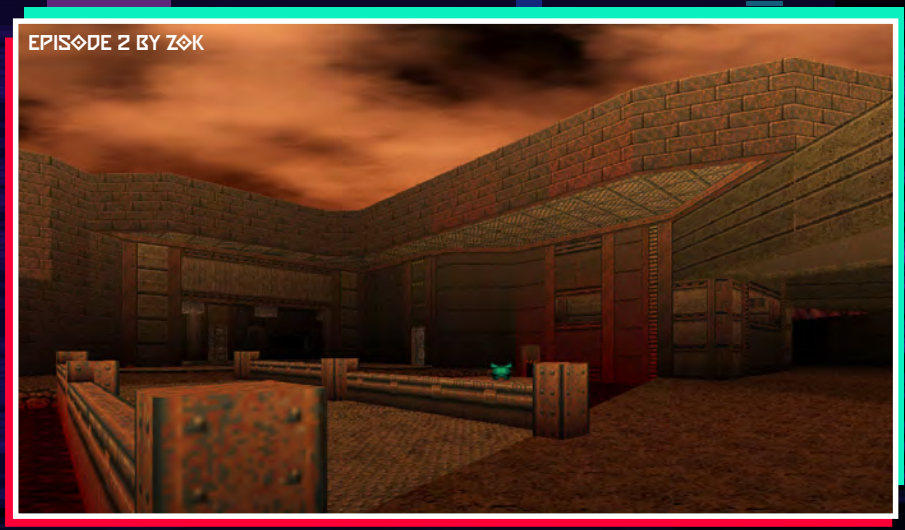
Predating most of the **Doom 64** mods and adaptations we take for granted, *EDGE64* started way back in 2015. This is a map set based on **Doom 64** assets using the *enhanced doom gaming engine (EDGE)*. From its *ZDoom* page "This mod comes with its own universe and renditions in the style of **Doom 64**. The maps are all created from scratch, and have the feel of a **Doom 64** expansion." Its creator, *chutzcraft,* hopes to use the *Dreamcast* forks of *EDGE* to port *EDGE64* to the *Dreamcast* console one day. Perhaps, this is quite fitting as the *Dreamcast* controller has a single analog stick just like the *Nintendo 64* controller. Thus *EDGE64* seems like a *Dreamcast* sequel to **Doom 64** as it keeps to the **Doom 64** style but also adds true bridges, more weapon variety, and vertical look as well. It really does feel like the direction *Midway* was going with its first person shooters. Right now a demo is publicly available, so go give it a try!

EPISODE 2 BY Z0K

Back in issue 4 of the *Doom Master Wadazine*, we covered Z0k's Episode 1 for the **Doom 64** Remaster. In this map set, Z0k recreated the first episode of Doom 1 (the shareware episode) for **Doom 64**. He did not directly copy any sector geometry from the original Doom 1, instead he recreated it by hand so he could add extra detailing and gradient lighting. Previously, *Z0k* designed tech base levels for the *Complexe16* project, which were some of the most beautiful in **Doom 64**. Thus, *Episode 1* contained tech bases just as beautiful. Not only that, *Episode 1* was the first mod to use custom **Doom 64** midis courtesy of Impboy. It has been a few years since then and we have good news that *Z0k* has returned! He has begun work on remaking *Episode 2* of **Doom 1**, the *Shores of Hell,* again for **Doom 64**. It is already a few levels deep and it is looking promising. Likely a new soundtrack will be sorted out, and perhaps some custom graphics as well! When it eventually releases we will be sure to let you know.









EVERDOOM BY NATHAN SILVER

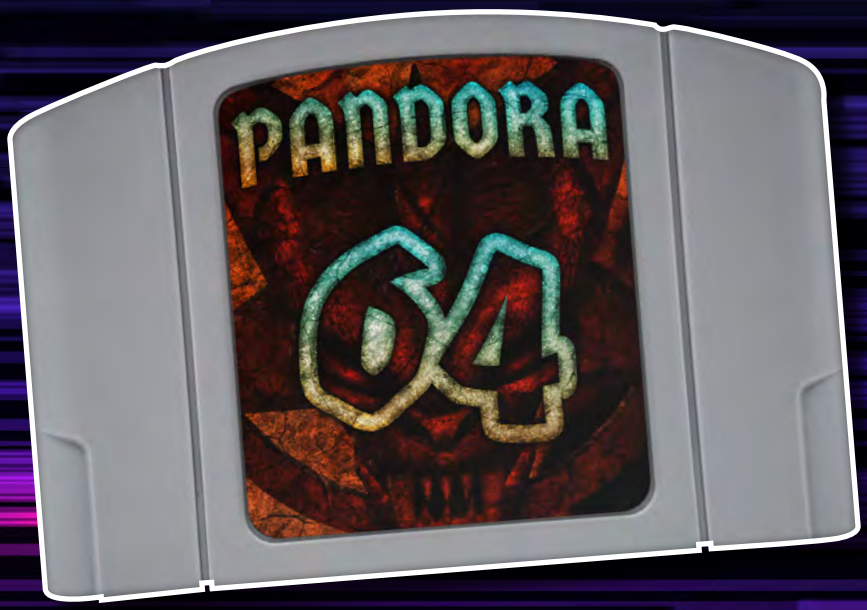
EVERDOOM BY NATHAN SILVER

Everdoom is a map set inspired by 90's *Midway* shooters and **Doom** WADs such as *Innocence X, Doom II Unleashed, Knee-Deep In ZDoom,* and more. Its creator, *Nathan Silver,* plans on making it compatible across a broad range of *ZDoom* forks, such as *GZDoom, Zandronum,* and *LZDoom*. So look forward to compatibility for older systems and perhaps multiplayer too! You will find some **Doom 64** sprites, **PSX Doom** inspired lighting, and also some *Quake 64* music. There will be custom sprites as well, as *Nathan Silver* hand made some based on the **Doom 64** Alpha versions. Right now a demo is out and we can say this experience feels like a halfway point between **PSX Doom** and **Doom 64**. Perhaps this is from the alternate reality, where *Sony* and *Nintendo* continued to collaborate and the *"Nintendo Playstation"* was their next generation system. Then *Everdoom* is the *Doom* that system would have had! But don't be misled, this project does not stick to the limits of that era, as you will find plenty of advanced geometry that the more modern *ZDoom* forks allow. Get the demo and Doom in *Midway* style!

LUNAR REVELATIONS BY JETX_121

Created by *Jetx_121, Lunar Revelations* is an upcoming episode for *Doom 64 Remaster* and *EX+*. It started back in 2018 with off-and-on progress. Since then *Jetx_121* was one of the co-organizers for *Ethereal Breakdown* and that inspired him to put *Lunar Revelations* back into production. Not only will it feature custom levels, with some custom graphics too, it will also have a new soundtrack, composed by *Jetx_121* himself. As you may expect from its name, this episode takes place on the moon, whose bases lie abandoned after the successful defeat of the demonic invasion of Earth. However, you and your fellow marines have been sent back to the moon to investigate. Why? The answer they give you is "don't ask!" Upon entering the base, you find skeletons that turn to dust as you approach. Something wrong has been happening here for a long time. You have a feeling something lurks here, waiting to consume you all. The majority of the levels have been completed for *Lunar Revelations* so it may arrive in mid-2023!


LUNAR REVELATIONS BY JETX_121



PANDORA 64
BY GIBBON & FRIENDS

The modability of both **Doom 1** and **Doom 2** is of course legendary. Anyone with any old *PC* can get free mapping software and make a **Doom** level for themselves. If you happened to do this back in the 1990's, and shared it online, you could have found that very level being sold in computer stores across the world. Would you have been paid? No! You probably wouldn't have been credited either. Welcome to the world of shovelware! **Doom** shovelware was typically found on CDs, and they would contain maps of really varying quality. Some could be test maps, some were people's first try at mapping, and who knows where some of the others came from! Being locked into *Nintendo 64* cartridges, **Doom 64** was not moddable and for the longest time didn't even have custom maps. Nintendo did plan a disk drive for the *Nintendo 64*, and some magazines wondered if this could lead to custom maps for **Doom 64**. Alas **Doom 64** shovelware never happened. Well leave it up to *Gibbon* and the *Shovelware Society* to rectify the mistake of history with *Pandora 64!* To quote *Gibbon*: *"As for Pandora 64... Shovelware is the history of the advancement of Doom mapping that* **Doom 64** *never received. While it isn't authentic, it'll be close and I think having 'that' janky megawad would be a nice tribute for* **Doom 64***. To have its share of the shovelware pie!"* Thus *Pandora 64* is a community project aimed at making maps inspired by shovelware for *Doom 64 Remaster* and *Doom 64 EX+*. It will be a full megawad of 33 maps with a planned release in late 2023.

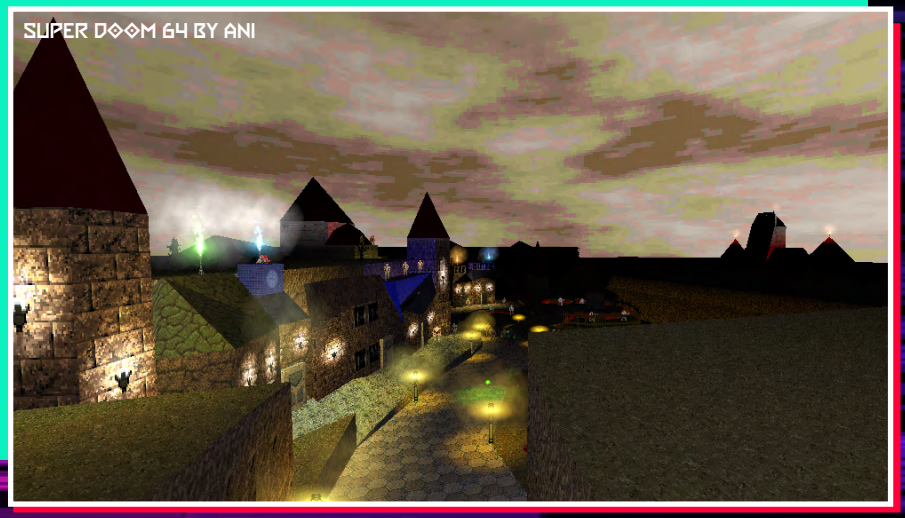
PREMONITION
BY MIKEYSCOOTS

Premonition is an upcoming **Doom 64** inspired map set based on the *64ifier* for *GZDoom* by *MikeyScoots*. The idea behind *Premonition* started years ago as *MikeyScoots* explains: *"After* **Doom 2016** *and* ***Eternal*** *and then the Lost Levels that Bethesda released, I felt like making an entry that ties us directly into* **Doom 2016***. I also wanted to do something different."* **Doom 64** was a slow burn, which began growing on him more and more throughout the years. Recently, after seeing the community create custom ports, restore missing enemies, and add smooth animations, it inspired him to make a new map set based on **Doom 64**. *Premonition* is currently planned to be four large levels based around a hub, with some metroidvania-inspired exploration. This is unexplored territory for **Doom 64** which is looking very promising!

SUPER DOOM 64
BY ANI

Super Doom 64, by *Ani*, is an upcoming map set built upon an upgraded version of the *D64ifier*, called the *Ultimate D64ifier*, for *GZDoom*. We will have **Ani** describe the story for you: *"After the events of the original* **Doom 64** *campaign, as well as the lost levels, the missing monsters went out of hiding after being the last ones to be revived. The demons realized earth may be a lost cause on which to spread their chaos. With the remainder of the UAC's teleporter technology, some have used their demon magic to alter the machine and enter into another variant of Earth. There, the undead archvile revived the mother demon and kept her in a castle that once stood for peace and harmony. Hell could now spread their evil into*





the many countries this new world had. The Doom marine notices the absence of demons and goes to investigate. He later discovers what they have done." You may be wondering what this *"variant of Earth"* is like, well it takes inspiration from other *Nintendo 64* titles and platformers of the era! So far we have seen a few levels based upon *Mario 64*, but expect to see other levels inspired from other games. Both *Super Doom 64* and the *Ultimate D64ifier* will be updated simultaneously.

SUPER EX+ BY STYD051

Inspired by the rapid advancement of the *Doom 64 EX+* port, which will be discussed in the next issue, *Styd051* decided to build upon this foundation and create *Super EX+*. The aim of this port is to restore the cut **Doom 64** content, such as weapon animations and missing enemies, and provide additional assets for level designers. Previously, *Styd051* gained experience working in *Doom 64 EX+* when he adapted it to add custom enemies for his *Absolution Remastered* project (also in the next issue). *Super EX+* will contain a full roster of bonus enemies such as the *Revenant, Arch-Vile, Spider Mastermind, Annihilator, Hell Hound, Duke of Hell,* and many more! There are over 20 enemies as of this article with more on the way. It has a new nailgun weapon inspired by *Quake*, and yes it has the quad damage power up too! Then it has decoration assets from the *Doom 64 Alpha* and the variants designed by *DrDoctor*. It is truly a level designer's playground. And it includes a mode called *"Complex 64"* where players are able to play some of their favorite *Doom 64 EX* and *Remaster* mods, with its array of new enemies randomly swapped in. *Super EX+* is currently available to be playtested and it has a configuration for *Doom Builder 64* too, so have fun!

TRIBULATION OF TREACHERY BY NEIGH WINNY

Tribulation of Treachery is a map set by *Neigh Winny* currently being built in *Doom 64 EX* but has plans for *Doom 64 Remaster* compatibility as well. *Neigh Winny* previously helped make the *"Carousel of Chaos"* level for *Doom 64 Reloaded* and the jump pad arena in the *"Consumitur Insania"* level for *Ethereal Breakdown*, in which he co-organized. If you have played either of these levels, you know they are quite unique in both aesthetic and gameplay. This unique approach to level design is also present in *Tribulation of Treachery*. Initially, this project began a few years ago, however it would go on hiatus. It was the recent advances in **Doom 64** modding that inspired him to return to this project. When finished, you can expect even more unique themes exploring naval combat, cities, and frozen hellscapes. In addition, *Neigh Winny* is also a talented musician, so there will be custom music too. According to *Neigh Winny* there are only a couple more maps left to finish, so it may be out sooner than you think.

UNSEEN EVIL BY DRPYSPY

Unseen Evil is a work-in-progress gameplay mod for *GZDoom*, which allows you to play classic **Doom** campaigns (including custom maps based on them) with **Doom 64** style graphics and sounds. To quote *DrPyspy: "A lot of Unseen Evil is based on my original development of the unreleased* ***Doom 64****-inator, which was mostly born out of my love of the aesthetics of* ***Doom PSX*** *and* ***Doom 64****, and wanting to*



experiment with a ZScript mod that transformed levels visually." What initially makes this different from other mods that do similar things, is *DrPyspy's* ability to use 3D modeling to create sprites. Years back, *DrPyspy* received a lot of attention by showing off what a **Doom 64** style *Revenant* could look like. Now the *Revenant* has been finished into a fully working sprite and there is even a finished *Arch-Vile* too! These **Doom 64** style enemies, and more, will be present in *Unseen Evil* making a full roster of demons. Not only that, we have seen that the weapon sprites are also being updated with reloading animations based upon 3D modeling. Indeed *DrPyspy* is restoring about all of the missing content that was cut from **Doom 64** that previously existed in **Doom 2**. To top it off, *Unseen Evil* will transform the levels themselves into **Doom 64** aesthetics as *DrPyspy* explains: *"First, the textures of the map are analyzed to figure out what sectors should be lit with which colors, applying gradients and other effects. Textures can either perform minor adjustments (i.e. colored carpets, individually lit sectors) or flood fill similar areas (like areas lit by the sky or rooms filled with nukage). Then, textures are replaced using a combination of* **Doom 64** *textures, custom-made textures, and existing community resources such as Cage's* ***Doom 64****-style wall textures."* There is a lot of attention to detail with *Unseen Evil* and its custom assets are already having a huge impact on the modding scene. And, given its sophistication, *Unseen Evil* is expected to make an even bigger impact when it releases!


TRIBULATION OF TREACHERY BY NEIGH WINNY



UNSEEN EVIL BY DRPYSPY


VERMILLION RISEN BY NACHTINTELLECT

VERMILLION RISEN BY NACHTINTELLECT

Vermillion Risen is a map set based upon *Doom 64 Retribution* by *NachtIntellect*. It aims to be co-op friendly and will contain many of the missing demons cut from the original **Doom 64**. In this map set, the UAC discovers a new gateway on Mars surrounded by architecture of a demonic civilization. Curiosity is human nature, thus the UAC cannot leave well enough alone and they built a base upon this ancient site. By doing this they wake an ancient evil, a remnant of a demonic power known as *Vermillion*. This brings forth the hordes of demons which threaten humanity once again. It's up to you to end this new wave and destroy this ancient evil. Expect it soon for a *GZDoom* near you!


AETHERBOUND
DOOM
64

BEAUTIFUL DOOM

BY AGENT_ASH

AKA JEKYLL GRIM PAYNE

Beautiful Doom is **Doom** - but beautiful! Thanks for reading this, that's my review!

– Gaia74, 2022

Nah, I'm just kidding - but not lying. Beautiful Doom, is kind of similar by having the same purpose as one of the last mods that we saw in the last issue: Enhanced Vanilla Project. Beautiful Doom does this in its own style, with many different features and a lot of magic from our beloved ZScript.

To begin, the options that Beautiful Doom has are varied - and each one of them are important and/or useful, like the options to change weapons (modernize them with reload animations, and different mechanics per weapon) or just give them altfires with enhanced or vanilla options to have smooth animations and the classic weapons we all know.

There are hotkeys too, to add extra attacks, change muzzle flash, the player's gloves, the way the projectiles appear, how monsters looks and act, the amount of gibs, the particles, and if it is laggy you can erase all debris with a hotkey too - a lot of these things you change in ***real time***.

Usually, all the projects that I have seen, including some that I have made as a

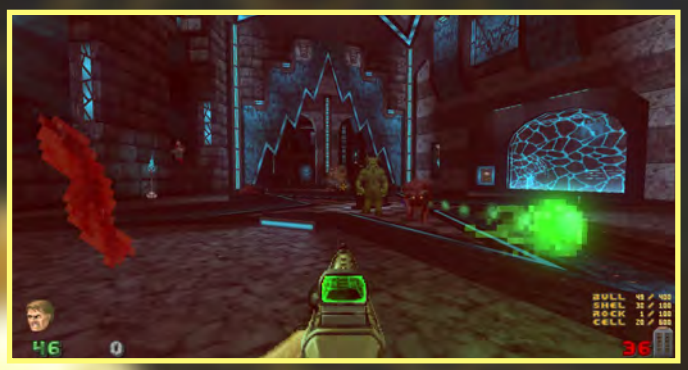
modder, require that you restart the game for a weapon, but being able to do it in real time at any time without any problem is quite impressive. This shows what the author is capable of with ZScript.

Not only that, the animations of the monsters, sprites that are smooth, along with all the coding stuff makes this project shine – it is quite easy and pleasant to use. Beautiful Doom is not only visual improvements, but adds all of that while being as friendly as possible, even with added dehacked enemies it works.

The screenshots however, do not do it justice, believe me, give it a try, you will enjoy the simple **Doom** that we love so much - with new blood, new deaths, and with animations that are varied and fluid. There are also noticeably improved decorations, and some are even interactive! Believe me, it's fun to break lamps. There are also HD sounds - everything that Beautiful Doom includes makes this project one of my personal favorites.

So, as I said, the screenshots don't do this project justice - try it and enjoy it, there is a lot of effort in this project, and it's a good mod to test your maps with. :)







– Gaia14



Russian

DOOM LAN PARTIES





How often are LAN-Parties going on these times of year beyond commerce, not counting the annual events of Quakecon?
If you see some footage of LAN events or participated in them?

Let's be honest. Not so much.



WHAT ABOUT

CIS countries? (if we're counting the North-West Russia region, such as the city St. Petersburg, Moscow is the largest city in terms of the population where we could witness such events and other activities). But I still think that such events are a rare phenomenon around here.

The Era Of Doom LAN Parties came too late to be revealed in full action in CIS regions, it was a period of the time around 1995-2000, and it was covered by Quake (Released in 1996, developed by ID Software.), and Quake 3: Arena (Released in 1999, developed by ID Software.)

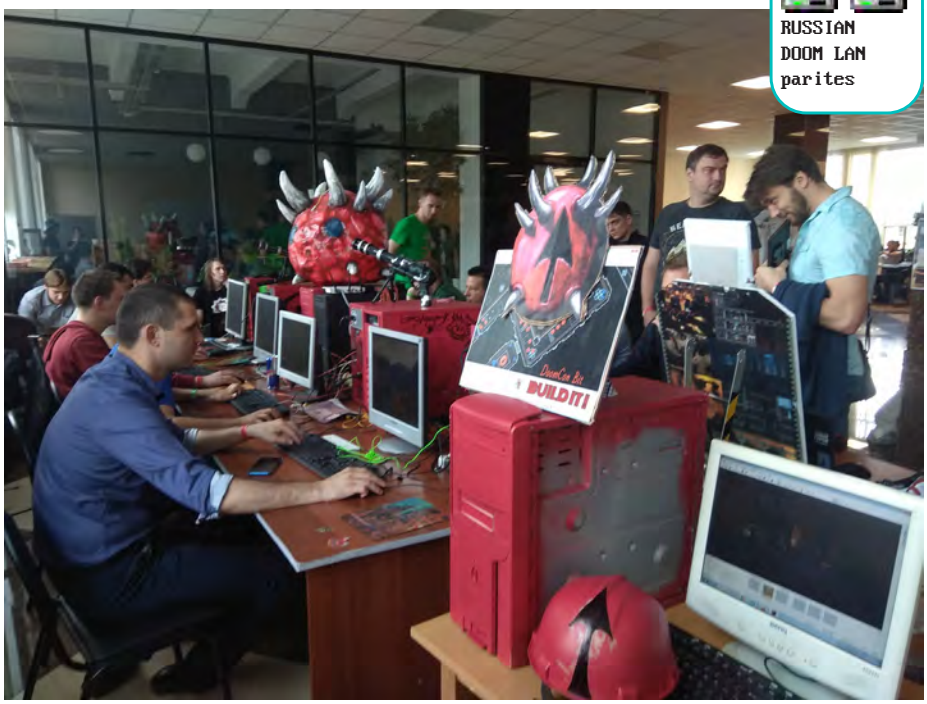






To think about, what a person could waste a lot of time, and willpower to find ten volunteers and not so brand new PC's, find decorations in DOOM-like texture and full-sized Cacodemon with decoration-lighting? Not ordinary people, that's for sure.

But what about DOOM hardcore fans? Of course, a fan will be ready to sacrifice everything without hesitation for the greater good.



And this is where we come in as DOOM fans – In our first preparation for a LAN-Party, we questioned ourselves – Could a self-made stand with old computers and DOOM 2 with Duel setup attract some attention nowadays? And, of course, it could. People were surprised and brought too much attention to this "nostalgic" stand, interested in what was running there. At the same time, nobody was interested in another stand with a modern console PS4, and some sports games installed there.



During these last four years, our DOOM-Community LegacyZ announced itself at various events, whether a big festival like Comic-Con or its occurrence in the form of a rented loft in the centre of St. Petersburg. From an online tournament with Bombora book publisher in March 2021 to live communication and a Doom duel with John Romero at the TechTrain IT Festival in 2019.



RUSSIAN
DOOM LAN
parites



We were formed not only because of Doom fans as we are, but we also did it for the other communities from Quake, Serious Sam and other retro video game communities.

We received much help from them by forming special events together where people could spend their moment and meet each other in a friendly atmosphere.

In addition, our computer club looks like a wandering circus since we're always moving a lot of devices, monitors, and keyboards from town to town, from clubs to our homes.



RUSSIAN
DOOM LAN
parites













We have our responsibility to provide for the people pleasure experience by our LAN-Party that was locally hosted and collaborated with the owner of the place, and they're always ready to offer any help to organize a comfortable local tournament just for fun.

And yeah. Sometimes we can appear in Knights' costumes (But hey, it looks cool) with a medieval camp straight from Castle Crashers. Say hello to Mr Knight!



Unholy Realms

BY SNAKES

2013

Two of my favorite things - unholiness and realms, combined! How could I say no to this little piece of history right here? Unholy Realms is a one-man-megawad, (with some guest stars) released in 2013, and was under development for three years. Created by the mysterious *Snakes*, it was his last contribution before entering a prolonged hiatus. Even then, he made sure to leave with a bang, winning a Cacoward in 2013 and tons of exciting reviews for his efforts in making this WAD a reality. Now, about nine years later, I'm finally taking a shot at it.

With any 32-level megawad, you can always expect some bombastic maps here and there. Unholy Realms exceeds at giving you explosive arenas that are gorgeous to look at and quite challenging to play.



A limit-removing megawad, it manages to keep a classic essence thanks to its rather simplistic level of detail, combined with ever-expanding and evolving level design that, overall, looks quite good in almost any setting possible. Here you'll find a variety of levels, mostly focused around techbases and hell maps. With the limitations still present, it's always a challenge to work with a vanilla/LR megawad without going too overboard and breaking the consistency. In the visual department, Unholy Realms gets a nicely rounded score in a victory hymn of great scenarios. From the simplistic bases during the first levels, to the intimidating lava-infested hell levels at the end. It is quite well realized and while it may become a little repetitive nearing its end, I think we can give it some slack considering the already repetitive nature of most megawads available.

The gameplay was certainly a surprise - the first ten or so maps are quite well realized and very vanilla in their gunplay. The difficulty evolves naturally, and the levels become more intricate and larger. It is a very stabilized ride that pairs well with the average player. However, once you reach MAP14, things get really, really serious. A forced pistol-start means you already have to re-arm yourself, plus Doom 2 enemies are thrown right in your face - things get heated very fast. It actually came to a point that I was getting frustrated, particularly with the last five maps. Granted, I'm not the greatest player ever and I tend to have very little patience when it comes to deaths and overpopulated maps, and while no map goes above a thousand demons, the density in which they are presented means that this megawad evolves into semi-slaughter status by the end of it. I played on HMP, and I was getting kicked hard. Two main reasons: Revenants and Archviles. I can forgive revs because every single Doom 2 mapper loves them. They are challenging, force you to think fast and keep you moving. I can understand why, when they are thrown at you in very tight spaces and in high numbers, they are seen as the 'perfect' challenge. While I disagree with that kind of enemy composition, I guess some people enjoy it more than I do. As for the archie part, oh boy, there's lots of them. Get ready to kill some five to ten archviles per map, sometimes three at a time - it becomes almost a little too predictable. Every time you clear a room filled with demons, you can expect one or two archies sneakily being teleported into the room so that they may resurrect a new army to kick your ass. It does get tiresome, but it still is manageable, however, if you are not used to high difficulty challenges such as these, you might not enjoy them as much. Personally, I was quite frustrated near the end.

Despite all that, I don't regret playing this megawad, and I'm pretty sure the gameplay factor is one of those things that are highly subjective to the individual taste. I don't like slaughter, but I know there's a considerable percentage of players out there that love the fuck out of it. In which case, Unholy Realms is going to be the right/unholy choice for you.

Give it a try!









THE APOCALYPSE PROJECT

BY DANIEL HORNBAKER - 1994



As the year ends many often reflect on things that have come before, but I didn't set out to do that with this WAD initially. I was looking for something for a review and decided to hit random on idgames to maybe get a start and managed to land on this diamond in the rough from the 90s mapping era that I found to be a hidden gem with heaps of ambition, some decent combat, and some surprisingly good set pieces and doomcute that I wouldn't expect a ton of from a typical 90s wad. The Apocalypse Project is a vanilla wad replacing E1 in Doom 1 and should work in most source ports, though I had issues with Crispy Doom which was strange as it didn't have music working but this could have just been my configuration. For this review I used DSDA Doom -complevel 3 even though the wad predates *Ultimate Doom* it seemed to work fine. For a casual run I recommend playing this continuously and not as much with pistol starts for reasons I will go into later.

Obviously back in the 90s Doom mappers were still new, and it started to mature a bit more a few years after release with WADs like Requiem showing that Doom mappers were building their skills as the scene matured. The Apocalypse Project charmed me because it showed a good degree of ambition and despite playing Doom 1 with a shortage of monsters it was still fun to play around with. The author took great care to not just make things simply work but to try giving a sense of place, with locations such as prisons, leaky reactors, doom cute chairs it was wonderful to see such hard work especially with the tooling back then. The levels have a range of environment and lay-



out from more cramped corridors to bigger areas, but it doesn't do all huge spaces all the time as other maps in the era often seemed prone to do. Be prepared for some interesting and varied layouts and plenty of mazes which seems to channel the original levels in their design a bit, and the texture use is pretty good for the time with a mix being used in different situations to try to create cool scenes and set pieces.





The pacing and combat of the maps are relatively straightforward and not too difficult unless you are pistol starting. Pistol starting will be rough due to the lack of ammo on occasion which is a bit of a flaw of this wads design, but if you are just looking for a fun run playing continuously should alleviate that, and you won't have to run by so many enemies or shotgun cacos and barons. Overall, I would say The Apocalypse Project is worth a playthrough as it's just one episode and shows quite a bit of ambition and polish for it's time and reveals to me what mappers were seeking to do back then. Pick it up and give it a try if just to check out the map designs alone, it's worth it!





- ERIC CLAUS

COMMANDER KEEN

The Long-forgotten Prequel (or whatever) to Doom

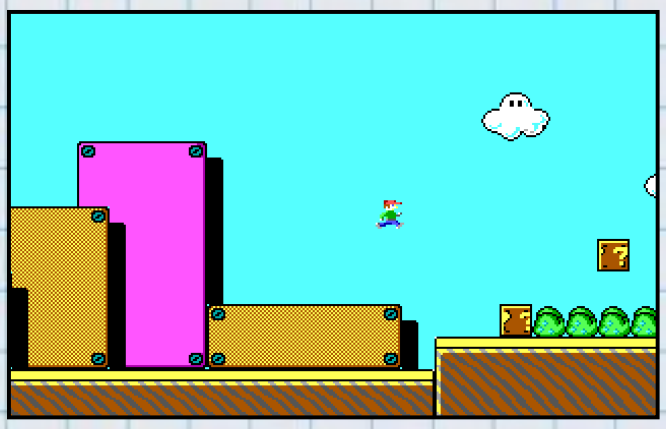
Article by **My Name is Jan**

So, how many of you remember **Commander Keen?** Like, actually remember? Not just seeing him as a shootable object in *Map 32: Grosse,* no, no. **Commander Keen** is way more than a no longer living door opener, the origin of a tech insider and the enchantment table language in **Minecraft**. It's a great game that doesn't get the recognition it deserves. Follow me to the world of this hidden gem made by the masterminds behind our favorite game!

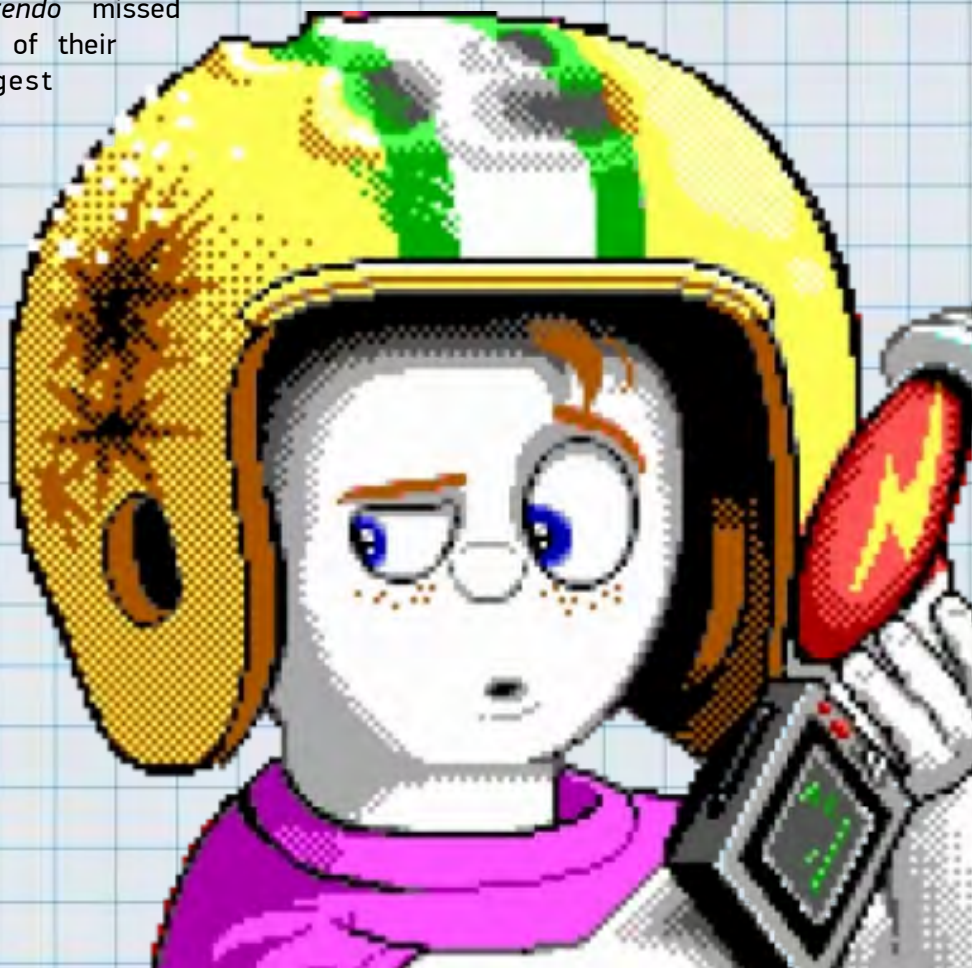


Chapter 1: Humble Beginnings

In the year 1990, **Commander Keen** started off as a prototype for a **Super Mario Bros.** port for DOS, **Super Mario Bros. 3** to be specific - it was great. *John Carmack* designed a method that allowed computers to finally render tiles smoothly. Platformers on *PC* before **Commander Keen** always 'scrolled' 8 pixels at a time or shifted the entire screen every time you left it with your character. The way *John* did it however, was (as far as I understand) by just adding a row of pixels off-screen that were rendered even when not shown, giving the system enough time to show the tiles. This method worked perfectly, and it was the first time a platformer ran smoothly on a home computer. This was a technological marvel, so to say. When the boys from id asked *Nintendo* if they wanted id to make a full port of the game for DOS, they refused with the argument that they *'wanted to keep their brands exclusive to their consoles'*. From today's point of view this seems like a wasted opportunity, but whatever. After *Nintendo* missed one of their biggest opportunities ever, *id* just proceeded with the project and replaced the *Mario* theme with something more... red. Yes, **Doom** wasn't the first game by ID to play in outer space, no, no, no. The first **Commander Keen** game plays on *Mars.*



"Dangerous Dave in Copyright Infringement"
Basically SMB3 without Mario. On PC.





Chapter 2: The First Trilogy

The first thing of **Commander Keen** the world saw was a free first game. Like **Doom's** *Episode 1*, **Commander Keen 1** was produced as *Shareware*, free for anyone. The second and third part of the first trilogy had to be purchased. **Commander Keen 1** was a game that also went by the name *"Marooned on Mars"*, which is for a reason. The entire game plays on our beloved red interstellar neighbor and features a boring, solid color grey background- and that is a thing that throws me off every time. Sure, it fits with the design if you look closely, but shouldn't it be that the episode everyone sees is the one that is visually appealing?

Anyways, the game was, at least for back then, very modern. Quick scrolling, cool graphics (that aged horribly by the way, but more on that later), impressive level design, a semi-linear map with a selection of levels to choose from and a nice roster of enemies which each had cool sprites to look at. You, the eight-year-old kid *"Billy Blaze"* (see the connection?) with a yellow and green baseball helmet and a pogo-stick to jump higher, against everything on this planet, or something. There were green aliens with two tentacle eyes, silly little robots that like to push you around OR FUCKING SHOOT YOU and there were the *Vorticons,* big blue wolf-like beings with suits that changed colors from game to game.

What's next? **Commander Keen 2,** also called *"The Earth Explodes"*, overly dramatic - I like it. The game itself looked similar, with the same sprites for our helmet-wearing hero. However, the only enemy that reappeared was the *Vorticon*. The levels looked a lot more structured than last time, because you play on a spaceship. This time the game is a lot harder than the first one, and when I recently replayed it, my skills seemed to have gotten worse...

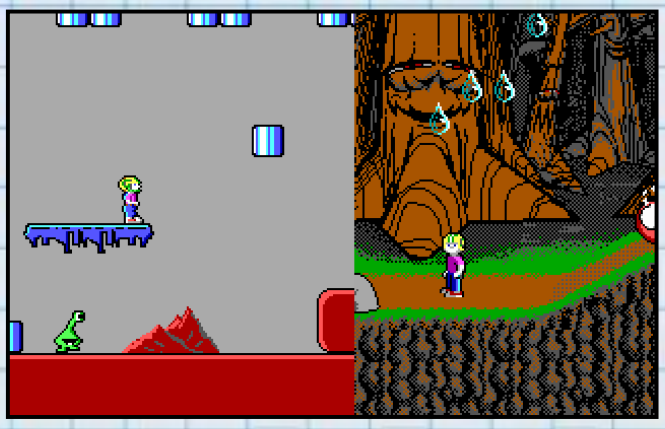


Commander Keen 2 in action! Beautiful, right?

After clearing out the *"Vorticon Mothership"* and destroying all the deadly lasers that were about to destroy Earth (keep in mind, we're playing a fucking EIGHT-YEAR-OLD), we travelled to the home planet of the *Vorticons,* which has the creative name *'Vorticon IV'*, and played through somewhat cool looking levels that are as fun as- I don't even know. The levels in the third installment of the series, which is called *'Keen Must Die!'*, play horribly bad. I have to say that I have some nice nostalgic memories about this game, but I guarantee you that you are gonna have a demanding time with this one. There are pixel-perfect jumps, tedious levels -and annoying enemies aren't a rare occurrence here. One level is impossible to complete if you don't use the secret way (that was only placed there because even the map designer didn't want to play through this monster of a level). I have to say that the mapmakers didn't have much time for their work, and I can understand that, but that seems a little weak... In the end, we fight *Mortimer McMire* (also age 8) in a giant robot, the primary antagonist of our young hero, or so it seems. It was just an android that looked like *McMire* and acted as a huge distraction so *McMire* could follow through with his evil plans. Whatever. I'm glad you only had to beat a minimum of two levels to access the final fight. **Keen 3** might not be the best game, but now comes the part I'm most excited to talk about.

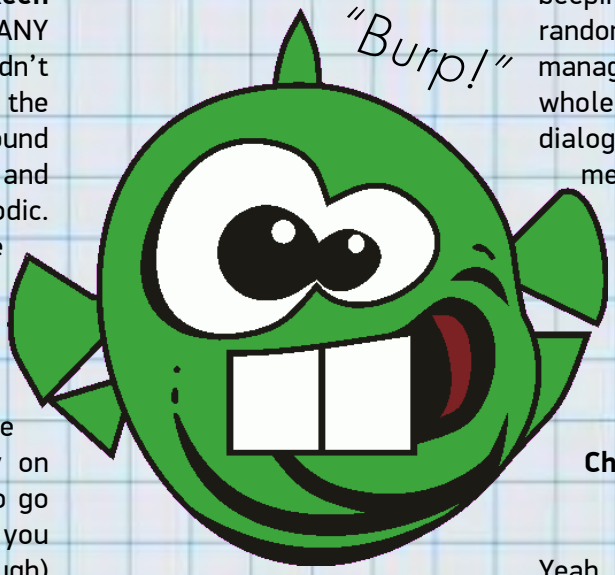
Chapter 3: The Golden Age of Billy Blaze

After **Keen 1-3, Commander Keen 4** and **5** were released. Again, **Commander Keen 4** was for free, and **Keen 5** had to be bought. **Keen 4** is still today thought of as one of the best and most fun **Keen** games ever, and I totally agree with that statement! The graphics have been completely overhauled, now having sort of a 3D-ish look to them instead of being as flat as a sheet of paper. The jumping mechanics have been redone, you now don't take a short break



On the left: Keen 1. On the right: Keen 4

before jumping, the pogo stick is way better, and now you can even hang on ledges and pull yourself up if a jump didn't go as planned. Sliding down and climbing fire poles is now a thing as well, and we have music. Oh yeah, **Keen 1, 2 & 3** completely lacked ANY music! The sound effects didn't sound great either. However, the sound effects in **Keen 4** sound way better. Less screechy and loud, subtler, and more melodic. Some of the new songs are absolute bangers and still worth listening still today! What is interesting are the smaller changes like the fact you can now also save during a level and not only on the world map, being able to go down semi-solids (platforms you can stand on and jump through) by pressing down and jump at the same time. All these are nice QOL changes that you can live without but make the game a lot less annoying. The entire game feels very polished and has some of the most memorable levels I've ever played, for example the very first level with a very cleverly hidden secret with a total of 7 extra 1-UPs. It is noteworthy that not only does this game contain the (in my opinion) best level of the entire series, which is called *Miragia,* and this game also features the well-known *Dopefish!* 'It is said to be the second-dumbest creature in the universe, this creature's thought patterns go: swim, swim, hungry, swim, swim, hungry. They'll eat anything alive and moving near them, though they prefer heroes.' It is one of the best-known things from the **Keen** series as it appears in many other games, which made it become something like an inside joke between many coders and developers.



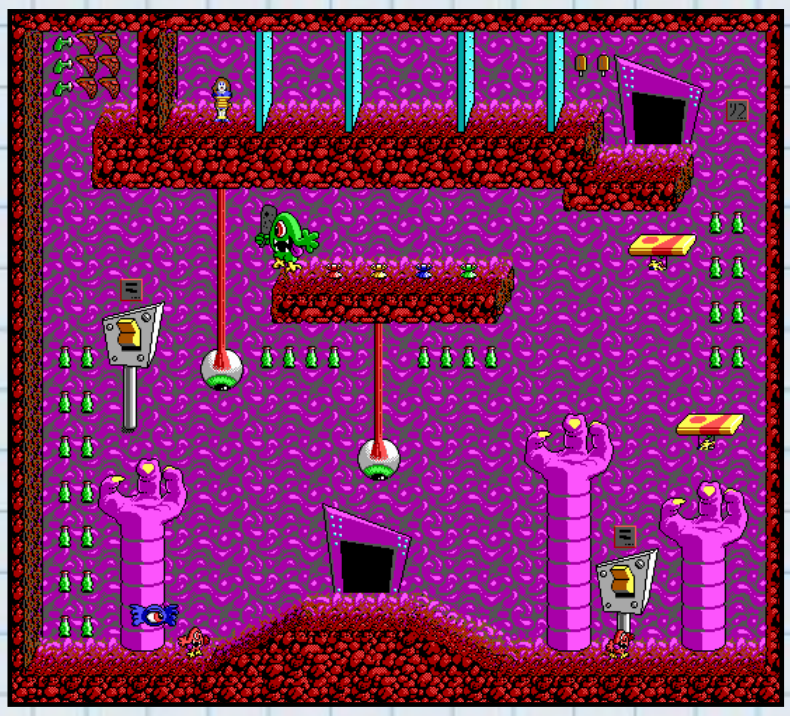
Now, it is time to move on to **Keen 5!** One of the coolest songs of the series appears here and the entire theme is very well made, making it one of the most popular **Keen** games. Personally, I haven't played **Keen 5** very much due to its somewhat confusing and difficult levels. I think I should give it another visit though. The enemies in this game are mostly robots and energy-beings or something similar - as I said I'm not an expert on this one. I really like the visuals though, one of the coolest looking games in the series so far.

Keen 6, yeah. This one is special. You see, when the game was made, *id* slowly started thinking about **Doom,** which resulted in some, well, weird levels. For example, the entire game has a darker, more sinister and more machine-styled theme the further you go. There seems to be some sort of factory with no known use, which makes me feel kind of uneasy. The last level, *Bloog Control Center,* has a very weird layout. The level consists of confusingly ordered doors that either lead you back or forth. What I find to be the most interesting or unsettling thing about this level however, is how threatening it seems. The song is just some ambience with weird beeping noises in a seemingly random pattern. When you managed to make it through this whole mess, you got an ending dialogue and a very interesting message, saying the next **Keen** trilogy was gonna come and it would be more beautiful. *Better. Greater. Faster.* What did we get?

Nothing.

Chapter 4: The Weird Ones and the Downfall

Yeah, **'Commander Keen in: The Universe is Toast!'** - this is a tragic story. We never got to see any of it. It never happened and will most likely never happen, at least not in the way we expected it to, but I'll cover that later. First off, let me talk about **"Keen Dreams"**. Yes, this is a game that was released between **Keen 3** and **4**. A weird game with a very unique feel to it. It seems to be some sort of techdemo to showcase the new engine used for **Keen 4,** but it is a full game. It features very odd levels and enemies, and I kid you not, every single enemy is a god damn vegetable - in the literal sense. It was a good game, even if



What the hell happened here.

a bit clunky at times. Now to the- what? The *Nintendo* game?

You heard (or read) right. The company that refused to let id port their game to *DOS* now licensed a **Commander Keen** game for the *Game Boy Color* - awesome. The game is pretty much the Doom 3 of the **Commander Keen** series. It's not necessarily a bad game, it's just so different that you can barely say that it is a **Keen** game... It even takes away the 'choose your level on the map' feature and changes the design of the protagonist! ...why?

Now comes the biggest catastrophe the series has seen and will ever see:

Commander Keen Mobile. Oh boy. Why? **Doom 2016** showed that if you take your time and put enough love and effort into a game it can revive an entire franchise! Wasn't **Keen** worth the effort? Then why make a game at all? The trailer we were shown was awesome, it had a somewhat cartoony style, it looked like a TV show, cool and all, but oh boy was I disappointed when I saw the end of the trailer. A mobile game. Seriously? What was later shown in terms of gameplay was horrible. I'll just let the *YouTube* comments speak:

"I finally get Commander Keen back and it's a mobile game. Sigh." – *JediAnn Solo*

"This is why, whenever I wish for some part of my childhood to make a comeback, I immediately crush that dream before someone else does it for me. " – *Gareth Dean*

"I was like, okay this could work. The trailer makes it looks like a cute 2P coop platformer with portal mechanics. Then I watched gameplay footage and my heart sank." – *BarcSsarc*

Let's just say that I'm glad it was cancelled.

Chapter 5: The Aftermath

Well, what remains? A wiki with roughly 11 thousand pages, a semi-active modding community and a bunch of cool mods and fangames. There are some cool Engines, none of which work perfectly, but hey, at least I can play **Keen 4** on my mobile. The best part still today are the mods. For example, my personal favorite is the impressive mod trilogy *"The Universe is Toast!"*. Notice something? Yes, in 2009, an incredibly talented modder called *Ceillick* (who is still active today) filled the hole that the missing games left, and yes, the mods are epic. They perfectly imitate the style, enemy design, and difficulty of the games **4-6**, and did I mention these were the first full mods for the games **4-6** ever made? Impressive!

Chapter 6: Goodbye

Now, I must finish this text at some point, and what better time to do so than now. I want to thank everyone that kept reading 'till the very end of this way too long first article of mine and wish you all a pleasant day! Maybe you might take a look into this wonderful series again, it would make me very happy! Anyways, that's it for today, hope you enjoyed this text and I hope I can write another article for the *Wadazine* someday!

Jan,
signing off!



RELIVE DOOM 64 ABSOLUTION TC IN...



ABSOLUTION REMASTERED



POWERED BY DOOM 64 EX+ WITH NEW DEMONS, ANIMATIONS, AND BONUS LEVELS

Doom Delta v2.5.0 Is Out Now, Adds Mapping Starter Kit for Mappers Alike

Column by Taufan99

On January 31, 2023, *DrPyspy* has finally announced a new *v2.5.0* release, after several months since *v2.4.2* was released on June 27, 2022. For those not in the know, *Doom Delta* is a *GZDoom* gameplay mod that alters many of the gameplay aspects to envision the concepts of *Tom Hall's Doom Bible* with several artistic liberties for a more unique experience. Worth noting is that it is one of the only mods based on the *Doom Bible* to be completed in its development (in a sense that this is more than an alpha/beta version release, a mere preview, or even an ambitious TC in development hell), if not the only one. I'll just be blunt to myself here; ever since I played it earlier in 2017, this mod remains one of my most favorite gameplay mods, if not my most favorite in term of a vanilla-based one (obviously with *GZDoom*-grade additional features).

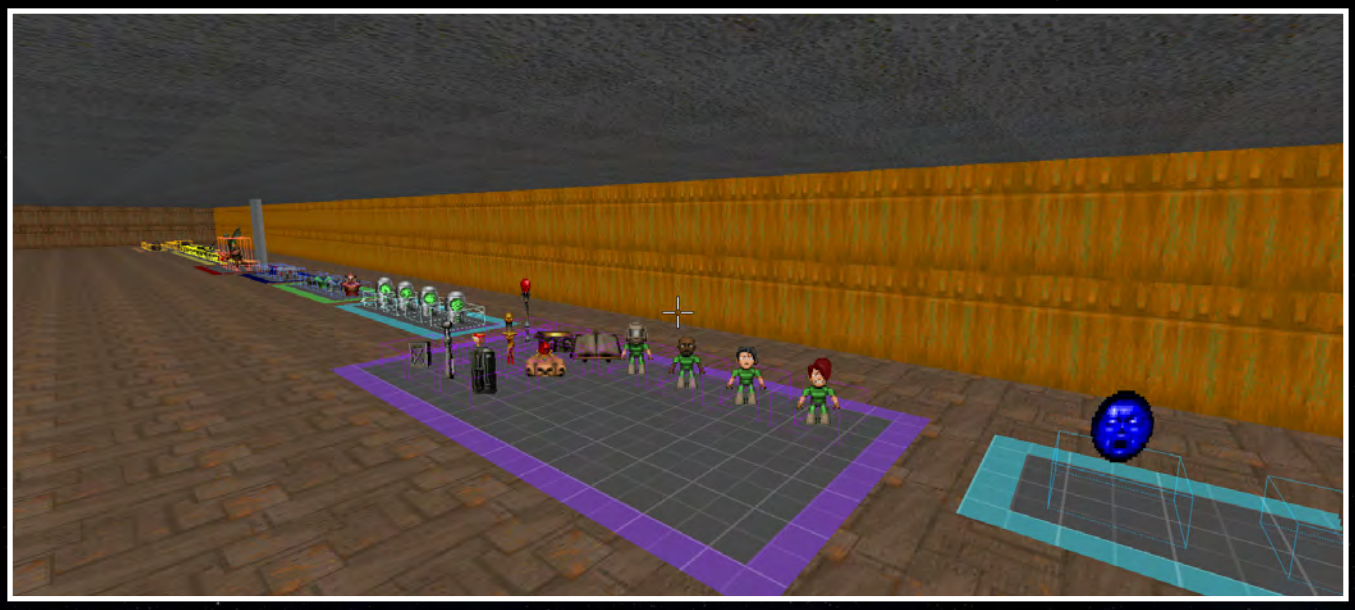
The changelog mentions several fixes, in addition to new graphics and stuff, as well as compatibility support. However, the prima donna of this new release would be the addition of the titular *Mapping Starter Kit*. This kit comes in handy with *v2.5.0*'s mapping support, with features including as follows:

- NODELTA has been replaced with DELTAMAP.txt

When a DELTAMAP.txt file is detected, all of Doom Delta's automatic map modifiers will be disabled, including:

- Random monster placements i.e. Gargoyles and Former Lieutenants
- Automatic shield spawns
- Automatic score item spawns
- Alpha sky replacements
- Slightly adjusted Gargoyle and Former Lieutenant spawning logic to reduce confusion in map editors.





• Fixed certain actors not having proper names in map editors

All in all, this *Mapping Starter Kit* addition will possibly build a new bridge between mappers and gameplay mod creators, after a long time of a shocking lack of gameplay mod-based maps (or in this case, a mapset) since at least *Brutal Doom: Hell on Earth Starter Pack* (let's spare the ages-old debate for now, shall we?). Prior to the latest version of *Doom Delta*, however, another gameplay mod that goes by the name *MetaDoom* (developed by the legendary *Kinsie*) has also featured a custom map particularly based on its own mechanics, called *Baphomet's Entryway*. Here's another surprise; the map itself was developed by no other than *DrPyspy!*

So what exactly are you waiting for, mappers? Another community project or a morning cup of coffee/tea inspiration? Whether you want to make an ultra-detailed gigantic-sized map, a regular mid-sized *Doom Bible*-inspired map, or, if you're a newbie like me, even a random shovelware map with certain quirks as expected from the kind of 1994 WADs, *Doom Delta's* latest update is pretty much worth checking and dabbling.

DeePsea 13.0.5

DeePsea Breaks Over 11 Years of Hiatus with Version 13.0.5

Column by Taufan99

No, this is no (early?) April's Fools joke. The classic map editor of our favorite engine by *id Software* (post-*Wolfenstein 3D* and pre-*QUAKE*, anyway), has been updated on January 25, 2023. *DeePsea* now also features a three-dimensional map editing interface based on *Risen3D*, named *R3DeeP*. It apparently replaces the now-obsolete *R3Dedit*. According to the What's New section of *DeePsea's* homepage, the latest version's features are as follows.

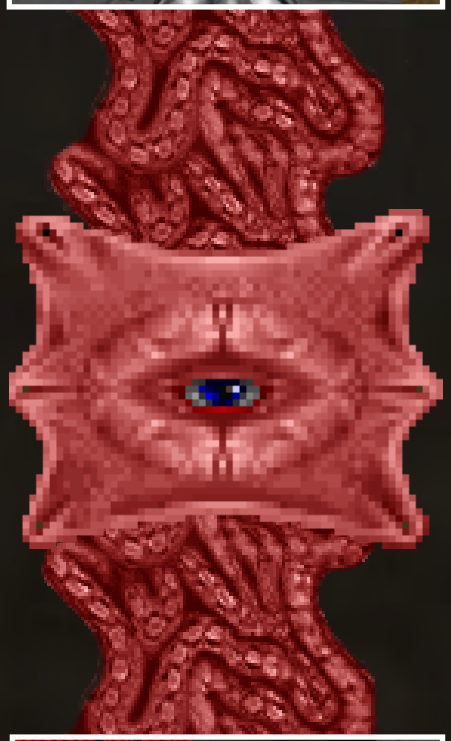
• Enhanced texture dialog for 3D texture naming conventions. More to come.
• New button to enable the correct options for 3D levels to disable vertex merging.
• Revision to super magnification of a level to respond to mouse correctly.

Otherwise, *DeePsea's* interface remains mostly the same (at least based on one of our writers' observation). Perhaps not so much interesting for those accustomed to modern editors such as the *Ultimate Doom Builder*, but for mappers interested in reliving the old days of mapping, make sure not to miss this very unexpected update!

Escape from the Yawning Ravine

Rancid Sam - April 2022







Debut maps are a varied lot. Some are just a few squares with enemies placed in STARTAN, while others fall into a category of over eager folks packing in enough detail into their maps but neglecting other aspects such as, oh, combat. Every so often, there are some of the latter that manage to NOT let things like combat and progression fall by the wayside. But even rarer are the maps that actually border on genuine works of art AND are quite fun to play.

That's certainly the case with Escape from the Yawning Ravine, released some months ago by a new mapper who ended up going on to contribute to the newest /vr/ megawad. A very interesting map, combining some fierce combat with a strangely dreamlike atmosphere capped off by a MIDI-ized version of that old ambient chestnut "Tubular Bells" (calls to mind other things I doubt the writer of it intended), it very much stands out amidst the less creatively artistic single maps.

Probably the largest one is that it's an exploration map that despite a modest size and around 160 monsters on UV, is still incredibly fun to explore. While this takes place in what might seem on a surface an average brown cavern, finding hidden passages and other locations adds a feeling of satisfaction. This is only bolstered by the entirely open layout. Best yet, it's not overly frustrating! Pressure on you is intense but finding a way out of your predicament is far from impossible (read, how do I fight TWO Cyberdemons in one room and a Spider Mastermind in another? (Answer: don't panic, look around and keep going).

Besides, the Doomcute you can spot throughout the project is genuinely impressive. One little

room off the canyon contains a Revenant sleeping on a bed. One indoor area contains some incredibly cute little sofas/ waiting chairs. Another wooden building up on a hill contains an SS *in front of a computer*. Barring the unintentional relation to Raiders of the Lost Ark, it feels like a place which transcends time, like the Lost Land of Turok, making the MIDI choice perfect despite the intensity of the fights since it's all a dream. Probably…

At the end, Escape from the Yawning Ravine isn't for everyone. If you all you want to do is shoot monsters, you may not like this one too much. Yet, you don't have to spend all your time exploring for the answers. They're always a minute or two away at the most. In any case, it's relative lack of length makes the exploration much less of a problem than you'd think.

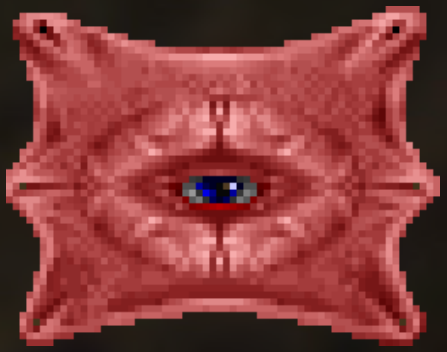
Highly recommended!







Lady Mist Dragon



Hellbound

Released in April 2012

BY ZOLTAN "Z80" SOFALVI

Sometimes, playing **Doom** all the time can get rather tiring and same-ish when you're going through practically the same mixture of vanilla textures and fighting the same monsters over and over. But every so often, a wad will come along that'll remind you in one way or another what you found attractive about **Doom** when you first played it as a child - assuming that's your first experience with it. Hellbound definitely fits the bill. Despite being a runner-up at the 2013 Cacowards, it took some heavy criticism for its gameplay. But I'm here to tell you that despite the admittedly relaxed difficulty for much of its length, it excellently evokes the general atmosphere of a fair few old-school shooters. So, crack open a beer, put on Savoy Brown's "Hellbound Train" and get ready for a good time!



See, Hellbound has a reputation for having larger maps – they are certainly larger on average than most megawads. However, this specific wad stands out due to the vast amount of (relatively) realistic spaces created. This is due to the use of entirely vanilla textures in some shockingly unique ways with a surprising minimum of Doom-cute. It's probably the city maps that stand out the most in this regard. Eat your heart out, Sandy!

The best part is that there is some direct spiritual inspiration from other FPSs that had better-realized spaces such as **Duke 3D**, **Half-Life**, and probably **Dark Forces II** as well since there are some *seriously* impressive brown canyons. Yes, we're all probably sick of brown canyons in **Doom** by now, but take my word for it, *it looks cool.* And speaking of **Duke 3D**, several tracks from that **Rise of the Triad** are used here, complementing the aesthetics nicely. The music somewhat falters when you finally enter Hell since lots of default music is used and honestly "Demons on the Prey" is probably the most mediocre midi from the original game. That said, all of Bobby Prince's best **Duke Nukem 3D** midis are used here.

The start is impressive. You're in a shockingly Doomcute apartment while "Welcome to Hell" plays from your speakers or something. From here, you've got a difficult couple of maps before you enter a military base, transported to some woods, explore some labs, head back to the city, cross a dam, enter an experimental facility, then finally, Hell.

Combat is admittedly rather dull for most of the first half. It isn't until you get to the city maps in the middle that thing start getting noticeably more difficult. Difficulty does go down a bit again after you leave, but you still bear witness to some insane fights, such as the apocalyptic conflagration at the end of Map 17: Starport.

It's not too difficult, but quite a sight. Thankfully, the overall difficulty reaches something closer to the average skillsaw wad as you get further into Hell. Although combat at this stage consists of monsters stuffed into copy-pasted rooms so perhaps it's not quite as enjoyable as the first 2/3rds.

At the end, Hellbound is a wad well worth experiencing if you don't mind long maps and don't necessarily need challenging fights. As a vague nostalgia trip that's not exactly nostalgic, there's little better!

- LADYMISTDRAGON

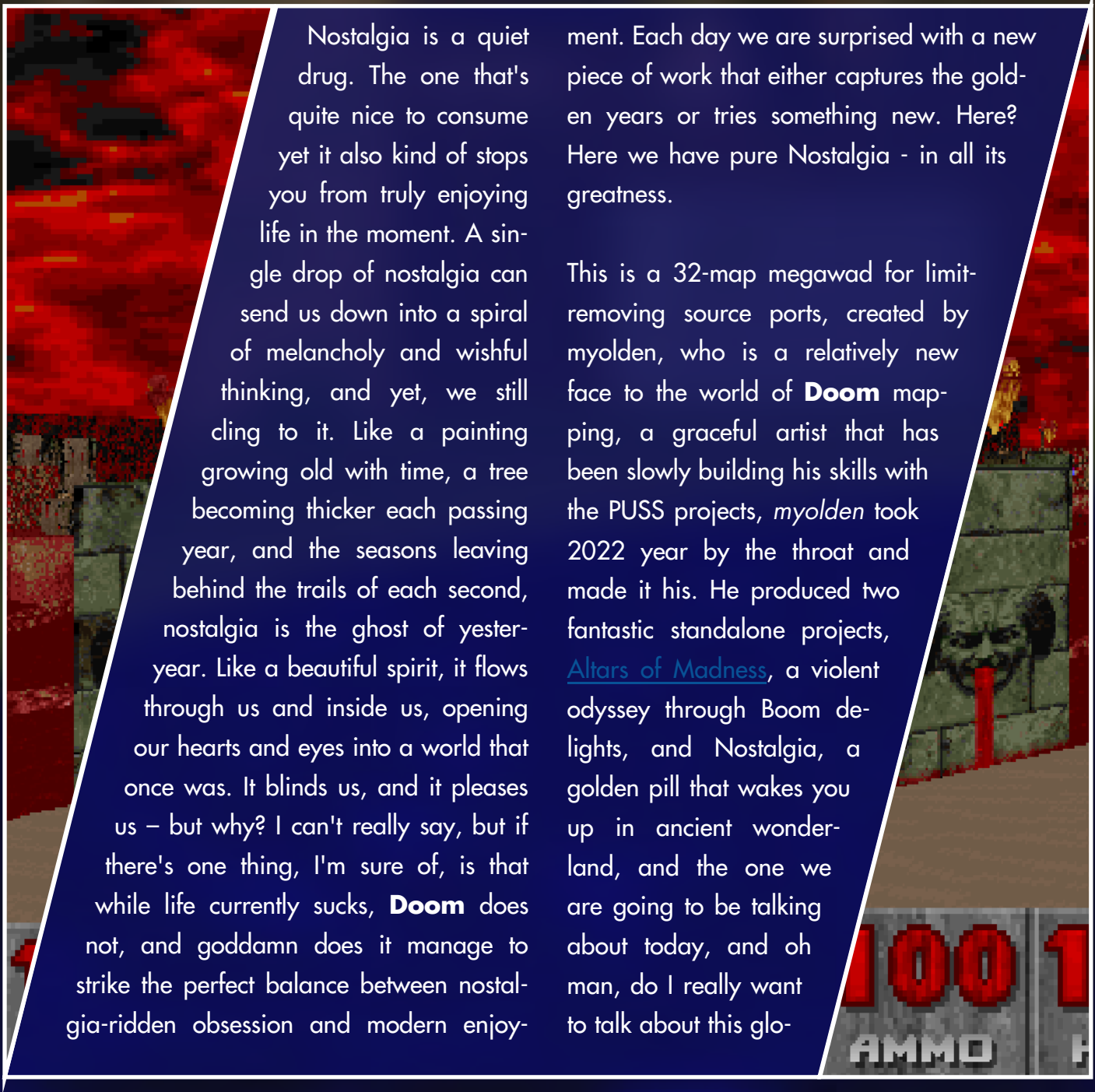






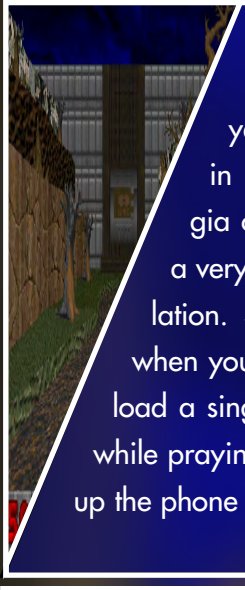
NOSTALGIA

By myolden – released 2022

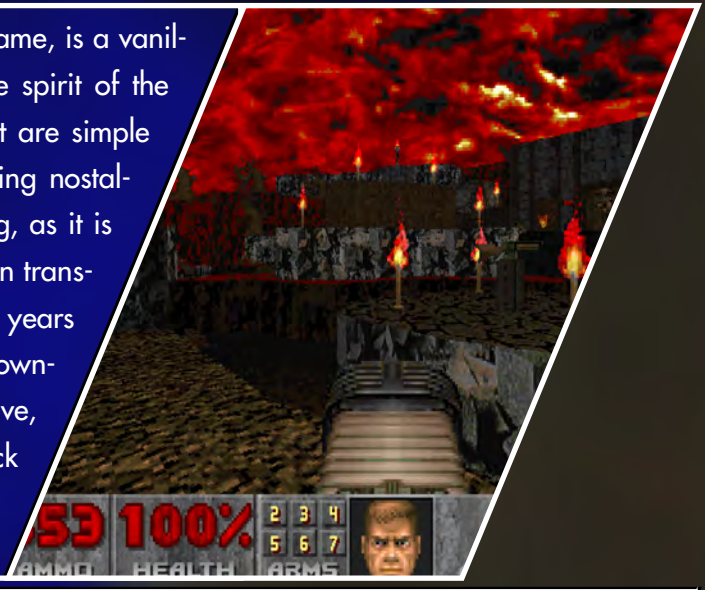


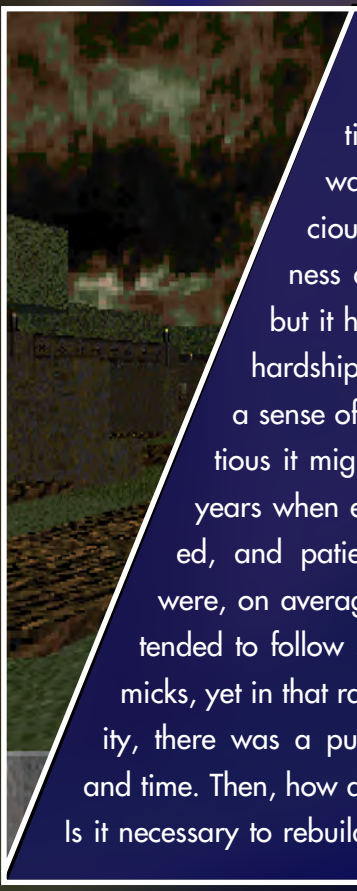
Nostalgia is a quiet drug. The one that's quite nice to consume yet it also kind of stops you from truly enjoying life in the moment. A single drop of nostalgia can send us down into a spiral of melancholy and wishful thinking, and yet, we still cling to it. Like a painting growing old with time, a tree becoming thicker each passing year, and the seasons leaving behind the trails of each second, nostalgia is the ghost of yesteryear. Like a beautiful spirit, it flows through us and inside us, opening our hearts and eyes into a world that once was. It blinds us, and it pleases us – but why? I can't really say, but if there's one thing, I'm sure of, is that while life currently sucks, **Doom** does not, and goddamn does it manage to strike the perfect balance between nostalgia-ridden obsession and modern enjoyment. Each day we are surprised with a new piece of work that either captures the golden years or tries something new. Here? Here we have pure Nostalgia - in all its greatness.

This is a 32-map megawad for limit-removing source ports, created by myolden, who is a relatively new face to the world of **Doom** mapping, a graceful artist that has been slowly building his skills with the PUSS projects, *myolden* took 2022 year by the throat and made it his. He produced two fantastic standalone projects, Altars of Madness, a violent odyssey through Boom delights, and Nostalgia, a golden pill that wakes you up in ancient wonderland, and the one we are going to be talking about today, and oh man, do I really want to talk about this glo-



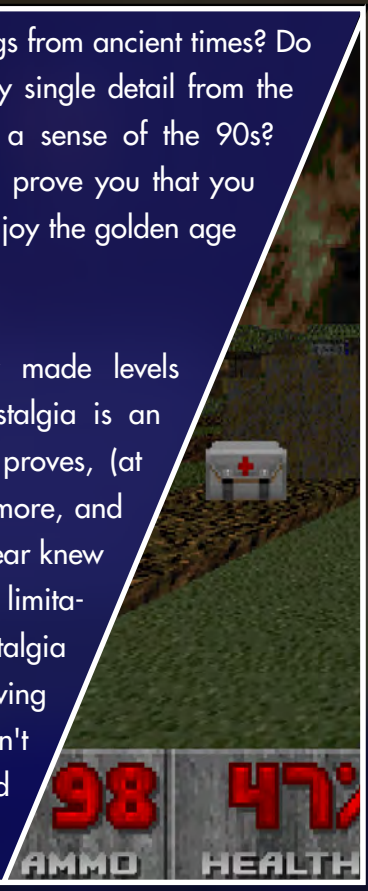
Nostalgia, as you can tell by the name, is a vanilla-ish work that tries to recreate the spirit of the years of yore by designing maps that are simple in scope, but great in execution. Defining nostalgia can be a hard and complicated thing, as it is a very subjective term that tends to be lost in translation. Some probably despise the earlier years when you needed to wait three full days to download a single .zip file from the /idgames archive, while praying to god that your mom wouldn't pick up the phone or you would get fucked straight into





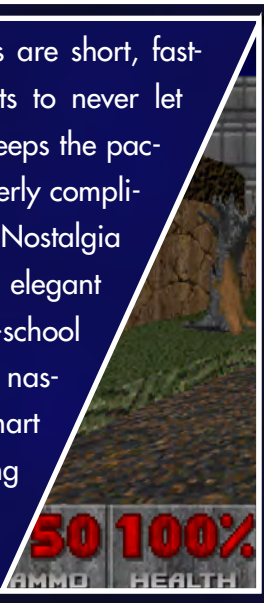
your all mighty 56kbps dial-up modem. Lots of time was wasted, but time was also much more precious. Speed and effectiveness are great, that's for sure, but it has also desensitized us to hardship and struggle. There was a sense of success, however pretentious it might sound, about the early years when everything was complicated, and patience was needed. Maps were, on average, quite shit, and people tended to follow some rather strange gimmicks, yet in that rawness and amateur quality, there was a pure sense of charm, love, and time. Then, how do you recreate nostalgia? Is it necessary to rebuild up from the ground, including all the shitty things from ancient times? Do you have to nitpick every single detail from the golden years to relieve a sense of the 90s? Nostalgia comes here to prove you that you don't have to suffer to enjoy the golden age of **Doom**.

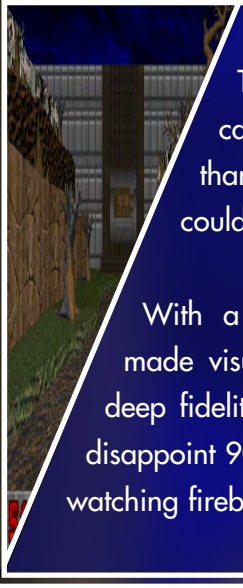
Packed with beautifully made levels from head to toes, Nostalgia is an incredible odyssey that proves, (at least to me) that less is more, and that the oldies of yesteryear knew how to do well with their limitations. Fortunately, Nostalgia makes use of limit-removing capabilities, so you don't have to crash your head against the keyboard in





frustration, or boredom. Its levels are short, fast-paced and have incredible layouts to never let you stop for a second and always keeps the pacing moving. Without the needed of overly complicated pathways and strenuous layouts, Nostalgia gives you the best of both worlds in an elegant manner; the maps feel and play like old-school beauties, yet they also reject and remove the nastiness of yesteryear by adding polish and smart design. The maps don't struggle at all in showing you where to go and what to do, and most im-

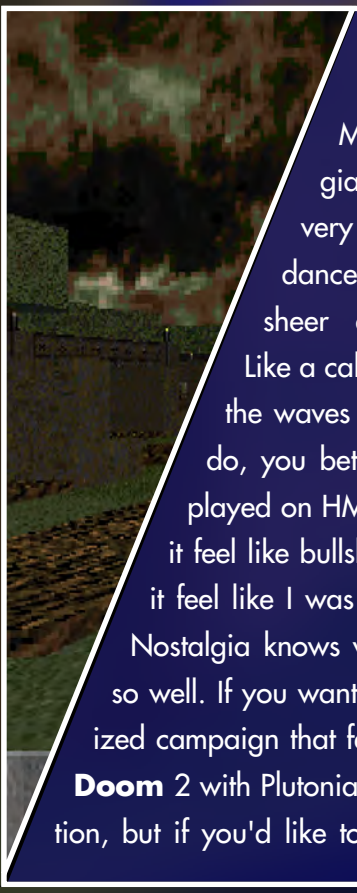




portantly, they always feel rejuvenating to play. The short duration also means that you should be capable of finishing the entire megawad in less than a week, and heck, if you're feeling hasty, you could probably rush in a single day.

With a well-balanced design, and fantastically made visuals that encapsulate a very simple yet deep fidelity, Nostalgia is a megawad that won't disappoint 90s lovers, well, except those that enjoy watching fireblu pasted over every single wall, that



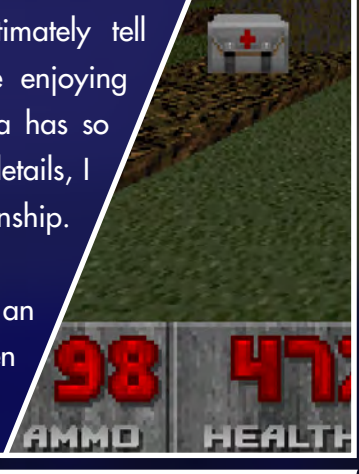


is.

Most importantly, Nostalgia also plays well. It is a very smooth and cultured dance that marks a path into a sheer and simple destruction. Like a calm sea, it takes a while for the waves to hit you, but once they do, you better know how to swim. I played on HMP, and in no moment did it feel like bullshit, but in no moment did it feel like I was going against a toddler. Nostalgia knows what it does, and it does so well. If you want to have a very well realized campaign that feels like a combination of **Doom** 2 with Plutonia, HMP is a very good option, but if you'd like to taste the fire, take it on UV.

Remember those old-school details that people used to use back then? Yeah, we call it DoomCute, and Nostalgia has some of the best DoomCute details you'll ever find. It helps build up its category of old-newschool, while also retaining a very palpable sense of charisma. It's in the small things that one can ultimately tell whenever or not they're enjoying something, and Nostalgia has so many cool and fun little details, I was lost inside its craftmanship.

If you consider yourself an appreciator of the golden age of **Doom**, you owe

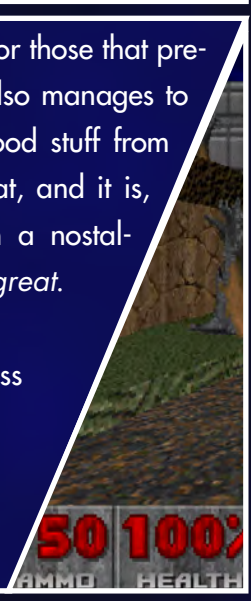




it to yourself to give this one a try. For those that prefer more modern things, Nostalgia also manages to strike a great balance between the good stuff from today's age. It plays great, it looks great, and it is, ultimately, in a nostalgic fashion, *great*.



- Endless



Interview with myolden

Thank you for giving us the opportunity, and welcome to the Wadazine!

Thank you! It's exciting to be here. - myolden

1. What was the inspiration behind Nostalgia?

Nostalgia was started as a sort of side project while I worked on Altars of Madness. I wanted something that was a little less time consuming



to produce, and the concept of simpler and **smaller** maps worked well in that regard. The Altars of Madness maps were not gigantic by any standard, but they did have more modern detailing work and structured fights that required more time to be spent on each map. Nostalgia was a break from that, where I could kick out a mostly complete map in one or two mapping sessions and move on.



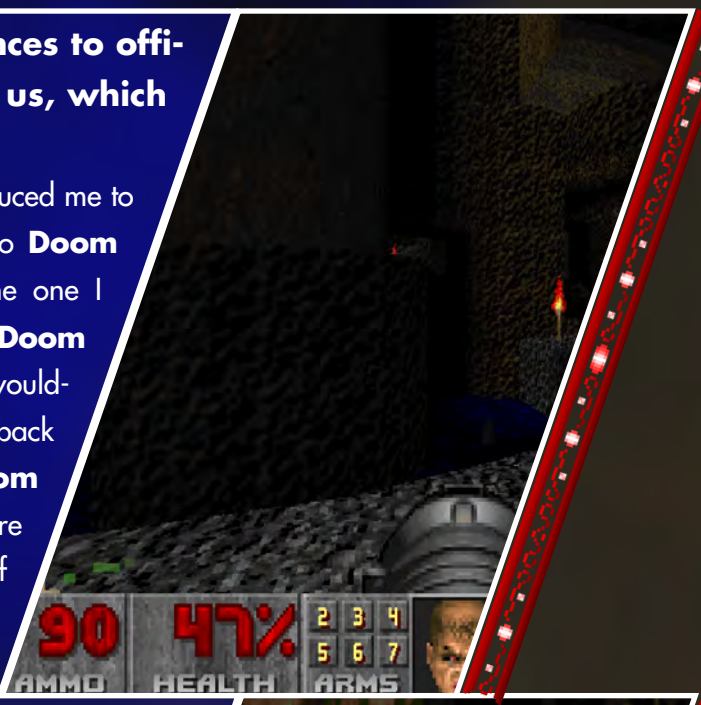
2. What do you think differentiates the WADs of the golden age from the WADs of modern times?

Modern WADs are overall smoother. The detailing tends to be cleaner and the gameplay tighter, more professional. Polished is a good word. There's something messy about older WADs that I like, though. The detailing is clunkier, the combat less strict. Of course older mappers didn't have as much stuff to draw from when creating their maps. Both styles have their appeals, though.



3. There are a few references to official maps in Nostalgia, tell us, which is your favorite IWAD?

Doom 2 for sure. It wasn't what introduced me to **Doom** - that distinction actually goes to **Doom 64** of all things - but **Doom 2** was the one I came back to again and again. **Ultimate Doom** lacked the full monster cast and SSG, and I wouldn't play **Final Doom** until much later. But back in the late 90's and early 00's I would play **Doom 2** a lot, often with the music muted and Nevermore or Slayer playing. I have very fond memories of getting lost in the city episode as a kid.



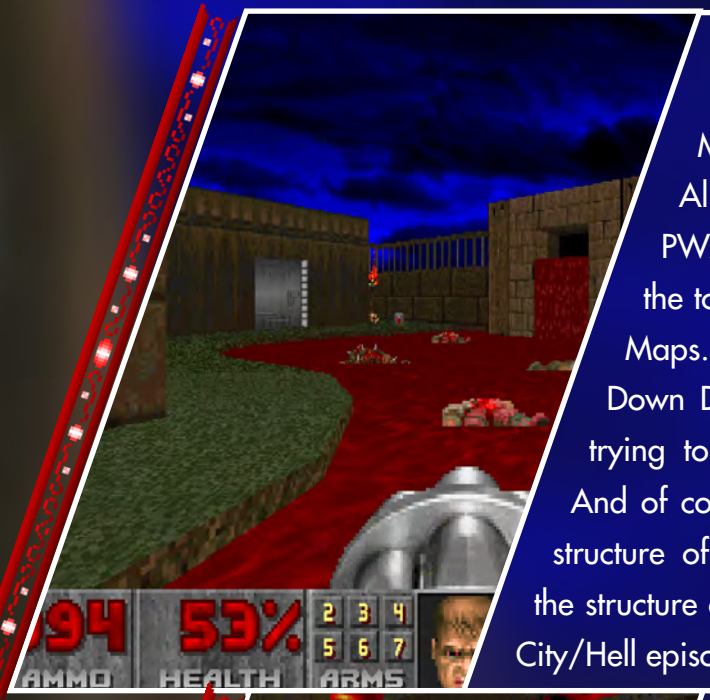
4. How was the process and development of Nostalgia? A megawad of 32 complete maps is not a simple task, after all.

My development process is total chaos. At any point in time, I'm usually developing at least two or three projects, **jumping** between them whenever I'm starting to feel burnt out on any given project. If I run out of ideas, or I'm not really sure where I want to go next, I just put the project down because I have several others waiting for me. Sometimes these projects don't work out and get abandoned completely. Other times they get re-folded into new projects, which is what happened with a few maps in Altars of Madness. Luckily Nostalgia was relatively painless, with **no** scrapped maps and a mostly smooth development life. But for every project I release there's another one collecting dust on my hard drive.









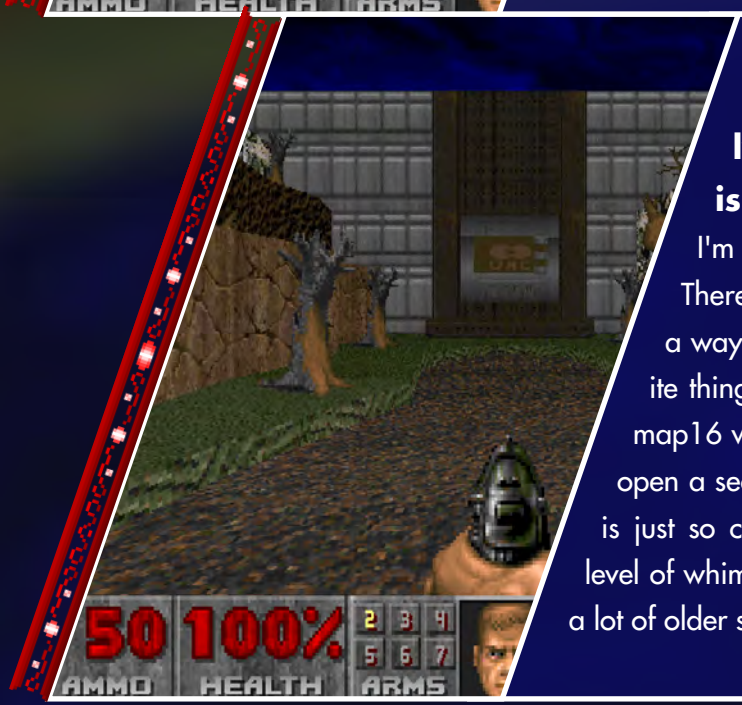
5. What inspired you to create this megawad?

My main touchstone for older style WADs is Alien Vendetta. It was actually the very first PWAD I played, after seeing Misri Halek at the top of Doomworlds Top 100 Memorable Maps. There's actually a light dose of Going Down DNA in there as well, in that I was trying to make smaller and denser maps. And of course, there's **Doom 2** itself. The structure of Nostalgia is themed **around** the structure of **Doom 2** with the Outpost/ City/Hell episodes.



6. Which authors inspired you?

In general, *Ribbiks* and *dannebubinga* are probably the reason I started making maps in the first place. Seeing what **they** did in Sunlust made me go "Whoa, **Doom** can look this good? I need to get into making this stuff". *Cyriak*'s dense and interconnected layouts are something I strive to achieve. *Anders Johnson* and *Kim Andre Malde*'s Alien Vendetta maps also had an impact on me.



7. You make extensive use of small details, particularly DoomCute, in these maps, what is the reasoning behind that?

I'm a huge sucker for doomcute in general. There's something about it that appeals to me in a way that's difficult to explain. I think my favorite thing in all of Nostalgia is the little church in map16 with the piano you can press a key on to open a secret bookshelf. Doomcute as a concept is just so creative and fun and adds a certain level of whimsey to maps that I feel is present in a lot of older stuff.

8. The gameplay of Nostalgia is, in my opinion, very smooth. The balance you have given it is solid; what is your philosophy behind designing combat?

I think variety is really important. A lot of my earlier maps were focused on creating lock-in arenas to force the player into combat puzzles, and while that can be fun, it loses its luster when it's the only way you design your fights. For Nostalgia I wanted to focus more on adding incidental combat, so the lock-ins tend to be less strict, the fights more open and allowed to spill out into other parts of the map.



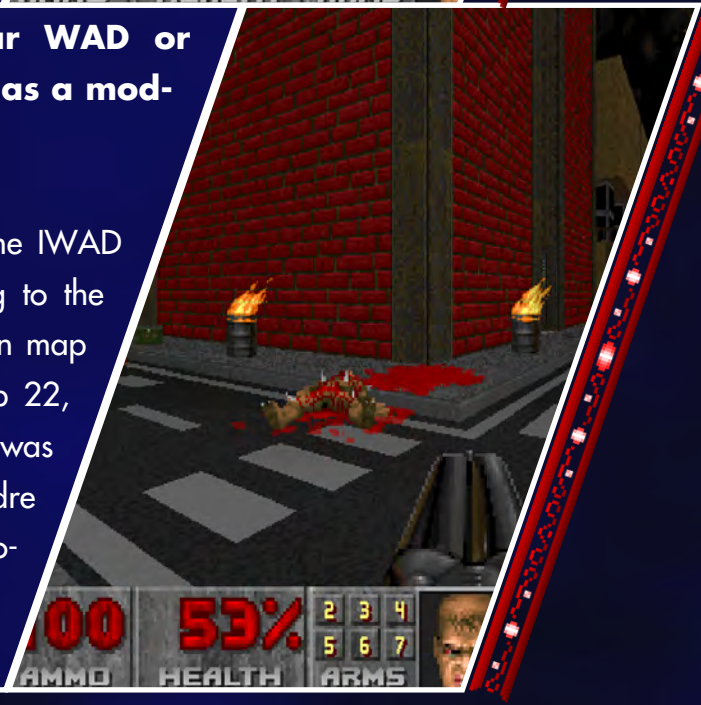
9. Do you have anything new in mind for the future?

I'm currently juggling a few projects. Sequels to both Altars of Madness and Nostalgia are in the works, along with a few other things that are a bit under wraps at the moment. Hopefully **none** of them fizzle out, but hey, that's just the way it goes! I'm also going to be co-hosting an event in January for the Pineapple Under the Sea Speedmapping series, which is going to be a unique event in that it features gameplay never before seen in any of the PUSS projects!



10. Is there a particular WAD or WADs that you have used as a model to design Nostalgia?

Not explicitly, no. I did include some IWAD references, such as the stairs leading to the armor in map 01, the spider crusher in map 06, the Perfect Hatred reference in map 22, etc. Map 31 being an Egypt-themed map was sort of meant to be a small nod to Kim Andre Malde, as Misri Halek was what drew me towards Alien Vendetta.





11. What is your favorite era of WADs? The 90s? Early 2000s? The present day? ETC.

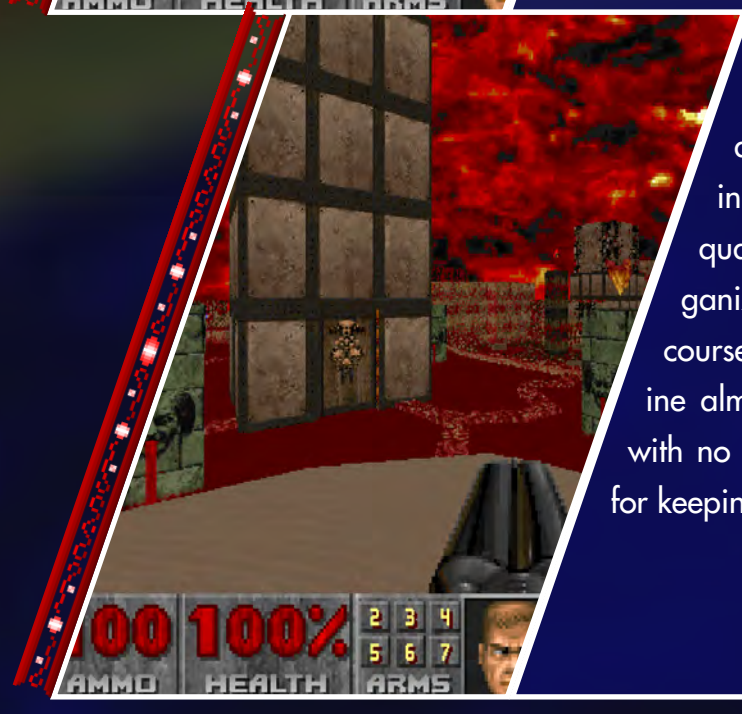
I think more of my play time goes to more modern stuff, just because the gameplay really gets me going. Sunlust and Going Down would have to be my top 2 WADs of all time. Recently I've been playing through the squonker team WADs, which are all fantastic. Acient Aliens, Lullaby, the Pineapple Under **the** Sea Speedmapping series, the list just goes on. There's so much fantastic stuff put out in the last 10 years or so. Old 90's and early 00's stuff is fun to go back and revisit but at the end of the day the community has evolved and grown so much over the years, learning, and improving, and each new era of community content just seems to get better and better.



12. Any last words to the community of readers?

Thanks to everyone who took the time to read this, and who took the time to play Nostalgia! I've been very pleased with the positive reception it's been getting. I'd also like to take a moment to put the community as a whole on a pedestal. It blows my mind that there's still such a thriving community for a game that came out in 1993 that produces **so** much insanely high-quality content. Mappers, modders, event organizers, reviewers, writers, Youtubers, and of course players beyond anything I could imagine almost 30 years after the game launched with no signs of slowing down! Thank you all for keeping this game alive.

-myolden



NIMBLE NEWSTUFF MENTIONATIONS EX

by LadyMistDragon



NEWSTUFF RATING SYSTEM

SERVICEABLE APPETIZER - @

May not be necessarily memorable but are still probably worth a play or two. Just don't expect stunning visuals or calibrated setpiece battles (you may fight large mobs, but they don't feel polished).

POLARIZING CULT – !

Something that may not have traditional gameplay or otherwise anything approaching standard map design or presentation but are still usually worth a look.

SUPERCHARGED APPETIZER – #

More memorable and definitely worth your time if you're a die-hard wad player. Visuals and encounters may also be more sophisticated. Overall, a considerable upgrade from the usual stuff above.

EMINENTLY ENJOYABLE - $

Underrated WADs that stand out in the visual and gameplay departments.

THE OMINIPOTENTS - *

The very best WADs released each month. Download them and put them in your 'must play soon' folder. By the Doom Masters' words, you are obligated to play them.

WAD OF THE MONTH

The single best wad reviewed each month

RUNNERS-UP

The next best ones. There will be a minimum of 1 and a maximum of 3 chosen each month.

MOST VISUALLY DISTINCTIVE

The wads with either the strongest or the most striking visual style. Wads with beautiful visuals will probably win this, but if none exist, it'll default to something with a different style.

BEST GAMEPLAY MOD

Best wads which modify gameplay in some form or fashion.

BEST MISCELLANEOUS WAD

The best of wads that are usually made for other Doom engine games (Heretic, Hexen, Strife), though TCs (Blade of Agony, for instance) and other indirectly-related Doom source port products may also be eligible. This is the one most likely to be intermittent.

$Quacken's TNT$

CLICK THE TITLE TO DOWNLOAD IT!

by Quacken

Vanilla. Four maps for TNT from an abandoned TNT-inspired project, replacing maps 03, 18, 25, and 31 respectively. One is a basic early one, one takes place in a natural landscape with a techbase and sawmill woven on, another is a shockingly inspired take on the Egyptian concept, and the last one is sort of latter-third TNT, but with more inspiration than almost all of the maps in that section. Cool fights, a good deal of exploring and nice progression make this one to check out! You may have to work to find a Super Shotgun in each of these however.

$Endrivium$

by RockyGaming4725

Boom-compatible. One single techbase map, more laid-back and breathtaking than basically all of Rocky's previous work, but still packing a serious bite in a few locations. One is when you climb the first set of stairs, see some pinkies and then are immediately attacked from behind by chaingunners. Good thing you should be well-equipped by this stage. Another is this somewhat boring corridor fight made more tense by the presence of an Arch-vile resurrecting the Demons. Personally, I had just barely enough rockets here. In the end, this is another feather in Rocky's cap!

#Knee Deep in Your Body#

by Hayden49

Vanilla. Hey, here's a simple relaxation map, right? You get up, kill some demons and make your way to the far end of the city when suddenly... there are several battalions worth of Revenants. Thanks to some fancy dehacked work, the BFG now fires rockets but has spread damage comparable to the original BFG, I think? Nevertheless, you must stand in the corner, grabbing a Megasphere, and shooting everything until it's dead! For an April Fool's map, this is pretty good, if simple.

$Welcome Back$

by Dave "Cheesebone" Lizzo

For *GZDoom*. After 23 years, some guy who released one map is back with a considerably ambitious effort, this trek through various hellish caverns that takes around an hour. There's not lots to say, it's just a very linear yet strangely engaging run-and-gun, providing you with plenty of monsters to kill, and yet managing not to feel overlong in any way. At a certain point though, you'll reach a temple with a Cyberdemon and blood fountain at one end where you'll hit a switch, and suddenly, a large outdoor area is revealed, and you'll have to choose where to attack first - best part of the map by far. Also, quite a few Arch-viles, which is something to take note of.

Stupid Weapon Mod by Chrono_T

by Chrono T

So, this little jokewad essentially gives the ammo and weapons a visual makeover that makes them resemble the appearance of the Doom logo and gives the shotgun/pistol/chainsaw some goofy do-do-do-do sound. The other sound replacements seem kind of muted, though I guess you might chuckle at the understated BFG or the completely ironic sound of the plasma rifle.



$Angry NilsQuilt$

by Azerty, Clippy, et al

Runs in *GZDoom* and Eternity. Azerty is back with another multi-mapper map, this one pulling some surprising talent (Idk who HansomeFridge is, but that outdoor area was really cool). It's quite amazing how a whole was successfully stitched out of the conflicting visions of many mappers. Especially since the development process was basically one person making a few squares before handing their square off to someone else. Standouts must include the mini-slaughter fight in the hellish and darkened section made by Dannarchy and the fountain showdown created by Worriedidiot where you can find a rocket launcher, along with the aforementioned outdoor section, along with its connecting sewer by HandsomeFridge.

$Doom: The Mercenaries Deluxe Edition (A Resident Evil 4 experience in Doom$

by Doomero-21

For *GZDoom*. Basically, the transposing of Resident Evil 4 into Doom, giving you all the same playable characters as that game, along with the addition of Albert Wesker. Each class gets a set of unique weapons and moreover You play from a 3rd-person perspective, presumably as a way of emulating the game. Of course, ammo will not necessarily be tightly controlled, so that aspect may not be as present, but it does give off some RE4 vibes regardless.

$Just Another Doom Extreme$

by kalensar!

For *GZDoom* and LZDoom. This is something called a "full-wrapper" package, basically taking parts from other mods, including another mod kalensar did once called THOHT (Theatrical Horror of Hells) to create this compelling set of weapon and

> **"...an incredibly fun and satisfying modification to the Doom experience."**
>
> *- Just Another Doom Extreme*

enemy replacements that basically exist to instill a sense of fear in the player. Enemies now move much faster, so you should think twice before playing on UV. They've also been given many new attack animations to account for their increased speed, and they WILL catch you off guard the first time. Weapons are cool, though. The BFG replacement is clearly stolen inspired by **Doom 64**'s Unmaker and one of the weapons in Slot 3 is a rapid-fire weapon that seems somewhat broken until you realize attack power is a touch weaker than the regular shotgun. Textures have also been changed, with everything now having a darker and grimmer underlay. Ok, this is perhaps not as features-rich as other mods which feature weapons, but this is an incredibly fun and satisfying modification to the Doom experience. Great job kalensar!

$Void Hydroprocessing Redux$
by RiviTheWarlock

Boom-compatible. RiviTheWarlock reworks this submission for Jimmy's mapping contest into a tighter, harder and better-looking map that recalls Sunlust both in scale and in the intensity of the combat. The sort of tech-y tomb displayed here is sort of indicative of your chances on UV. Mass teleport traps will be your death here. It's not quite a slaughter map, and certainly not up to the scale of something like Void Hydroprocessing II, but this is very much vintage Rivi. It will kick your ass from here to Mars and is incredibly attractive. Are you ready?

#Malkuth#
by thelokk

Boom-compatible. A rocky, crevice-laden area that calls back to La Biblioteca in the most general sense. This map is full on slaughter! Grab the plasma rifle and Megasphere and have at it! I guess the Mastermind and Arachnotrons in the middle temple basically exist to provide some variety but getting out was annoying. I also wish there more available weapons than the plasma rifle. The shotgun shells boxes suggest there's a shotgun around somewhere, but I never found it. Still, I think it's good for at least a few sessions and is certainly difficult enough to be a respectable slaughter.

#Alien Finding#
by kuro_mahoh

Vanilla. Funny little sort of joke map made for Doom 1. Ok, there's rampant Lost Soul abuse, some sneaky crushers, and some odd white texture with the word "No" written on it in certain locations (one below a crusher!), but there are some decent visuals and the secrets are fiendishly difficult to find. The message in the final room was quite funny, despite being fully expected. There are definitely far worst ways to get your Doom 1 fix. The structure is simple enough that it shouldn't take very long.

#Curvular#
by Jacek Bourne

Boom-compatible. A map modeled after a Ribbiks combat puzzle, the visuals are more akin to something like Valiant or perhaps Elysium from Eviternity with the pool of water inside the canyon. Probably Jacek's hardest map, it seems as if infighting is expected in several areas with the amount of ammo you're given. Though it should be said that getting Cyberdemons to attack Arch-viles before the Arch-viles destroy you feels more like a matter of luck. Ironically, the last fight inside a cramped shrine is probably the second easiest as you're just handed a BFG. There could be a few more outcroppings to hide behind, but it's a solid map.

#Phylolithum#
by RockyGaming4725

Boom-compatible. Like Rocky's last map, this is techbase-themed, though less cleanly textured and more generic-looking. You might prefer the combat here to Endivarium with its more consistent degree of challenge, but I found the fights to blend more than in that map. It's far too short to be boring though. The Cyberdemon you encounter in the latter third seemed random when taking all the rest of this into account. I do like how Arch-viles teleport away in two separate locations, as well as the rubble-filled area near the beginning that you can find a secret with a Megasphere and Night-vision Goggles.

#Secret Sewers Base#
by tomas7777

Limit-removing, though you can try chocorenderlimits since it's not a large map. This is a strangely strong debut map. Opening courtyard is perhaps a little too symmetrical, but that's kind of the point, you'll see.

Infiltrating the base, you'll constantly be fired on by hitscanners, forcing you to scramble for better ground. Ammo distribution is also quite scattered, making the Spectres in the caves toward the north quite tricky. What seems like tame combat turns into something else once you find the red key. If you don't find any hidden weapons, this can be quite tricky. And when you end up heading back to the starting courtyard, prepare for a nasty surprise! It's not just Dead Simple enemies, let's say.

#Blood Hard#
by Kuro_mahoh

Vanilla. Apparently created for another project, this 1024 map has a certain sense of strength and bite you'd expect to see in Claustrophobia 1024. The low-enemy count doesn't conceal the reality of some nasty Arch-vile placements. Also, there is a strong and efficient use of textures given the limited size. I'll leave it up to you to access the secret Supercharge though. Three minutes of wandering and absolutely no visual cues that help out in any way, so there's that.

Rotia
by Hakros

For *GZDoom*. Some fancy visual effects, but an entirely dull beginning and the lamest excuse for slaughter this side of Pizza Steve, this map could really have benefited from some better weapon placement. Getting the BFG and blue key is such a needless pain in the ass, I have no idea why this didn't get another playtest or two. Avoid.

@Focus UAC@
by slayer's

Vanilla. A shockingly solid, if entirely unmemorable map from a newcomer. Good mix of Doom 1 tech and **Doom 2** tan. Shockingly strong command of detailing. And of course, crates because you can never have enough of crates. And combat feels active and not in a massively difficult way either.

#Castle of Lunacy II#
by Nils Potorocyzk

Vanilla. Though it won't run in DSDA Doom for some reason - I think pampoo on Doomworld may have mentioned this map in passing, however, it was uploaded to /idgames only recently It has the same solid construction as the other pampoo map reviewed in this space some months back, yet progress and exploration felt just a touch more cumbersome and there was less visual inspiration. There's no serious fault to find otherwise.

@Base 66@
by Tony Parra

For vanilla and Doom. Hey, it's a '94 map that's shockingly decent! Granted, Tony's use of textures somehow doesn't shine, and there were one or two moments where I may have rolled my eyes slightly. At the same time, there is no health/ammo overload of any sort and it genuinely feels well-done, if a touch uninspired. Though this does end with a Spider Mastermind and two Barons at the end (because of course it does) and the room you fight the Mastermind in is butt-ugly. It's ultimately barely more than a disposable map. Still, mediocre is practically excellent when compared to the average 1994 project.

$Primer$
by LouigiVerona

Boom-compatible. Similar in concept to Meowgi's Practice Hub, this map is meant to make you better at slaughtermaps by giving you a series of basic slaughter situations and leaving you to work out what you're supposed to do. Nothing to read, but I think this is good practice if nothing else. If you find it boring, perhaps you just don't like slaughter maps. But if much of that is down to your lack of skills with slaughter, this is not such a bad method of improvement. Or you could just play Rush, but that's multiple maps, so eh, go with what's more time efficient, I guess.

#Observations#
by Silent Wolf

Limit-removing. Supposedly cobbled together from a few different beta maps and intended to evoke the design styles of John Romero and Tom Hall. Although honestly, I'm fairly certain John didn't slap down lava textures throughout the entirety of his E1 test maps. Other than that, it's hard to find serious complaints. I might have been expecting something else, but the sense of visuals is nice, and the secrets largely have that Romero-esque trait of dropping into the slime and exploring around to find a hidden chamber. I had a slightly cool moment in the southeast when I turned a corner, firing almost instantly and hitting a barrel, killing the nearby enemies. I'm not sure I really liked the nearby maze as much (though I know Marathon's first map has a homage to the same section) but it was fine,



mostly. Though perhaps there were a few too many Barons, I have no other serious problems with something cool like this.

$Watcher's Eye$
by Muumi

Boom-compatible. Muumi might be one of the great underrated second-tier mappers of our time, possibly because he's toiled away anonymously in community projects for the better part of 4 years, only starting to emerge in 2020 with a couple of maps in Boaty McBoatwad, as well as becoming a primary contributor to the monthly PUSS speedmapping event. This might be his first release anywhere (this was first shown on the PUSS server) that isn't for a community project (if you discount 2019's Inktober anyway). This map does have a distinct theme though - a stark hellish landscape featuring custom textures and eye-filled skybox all designed by Muumi himself apparently for some future projects. If you played either his PUSS VII or Full Moon maps, you'll have a decent idea what to expect, a relatively open layout with assault from all corners. But thanks to the presence of multiple Spider Masterminds and boiling blood, you'll probably be much more miserable though. It's not stupidly difficult for veterans, but it might take you a try or two to find a workable path. Only one key is required, but you do need to find the switch which opens the gate it goes with. A Cyberdemon teleports in around this time and I wasn't his biggest fan because of his awkward placement, but that's the only major flaw. The yellow key fight was intense as anything, and overall, this'll get your blood pumping!

#Earth's Last Defence#
by ChestedArmor

For *GZDoom*. An incredibly strong first wad, consisting of seven somewhat inconsistent but almost entirely entertaining maps. Ok, some key placements are a touch laughable and the visuals get quite ugly in spots on the last map. Still, Chested Armour establishes an identity early as someone willing to establish several gimmicky situations, many of which involve going slaughter-lite in spots at a surprisingly early place (Map 03). Use of traps is also quite neat in a way you don't expect at all from early mappers. The Doomcute trucks feels like the chocolate chips (ok, maybe buterscotch chips on top). Definitely a good *GZDoom* wad to check out.

$Liminal Waters$
by DoomRevolver

For *GZDoom*. I must admit to feeling a certain amount of joy every time I see a new DoomRevolver map has been released, even though no one else does. I guess starting your title with 'liminal' won't win any converts. Too bad. The prevalence of gray brick and water everywhere along with quite a few aqauducts as well as columns really manage to fantastically render a Greek theme. Yes, there are some uses of liminal spaces in spots, but you must admit it gives maps an extra sense of surrealism. Progression is quite a bit simpler than DoomRevolver's last few maps with essentially 3 different paths leading off from what you can say is the hub-like aquaduct region. Combat might also be tougher, with a heavy slide towards the Skillsaw style of throwing hordes in your direction. The sense of scale of most Doom Revolver maps remains though. Arch-vile use is somewhat on the weak side, yet it still has moments of effectiveness. Chaingunners on the other hand will harry you when you least want them to. At least Doom Revolver is generous with supplies though - another excellent map.

$Interstellar$
by Krankebok

For *GZDoom*. There was a time where VRACK-style maps were extremely popular, to the extent that people still discuss the theme over two decades after they first dropped. Every so often, an intricate space station map will be released by someone as a tribute to this theme. Although it's been some time since anyone made a serious attempt at a VRACK map, the frequency in which the topic comes up on Doomworld underscores its impact. This specific map is a respectable continuation of that legacy. Despite around 800 enemies on UV - it's not terrifically challenging. But with the aid of *GZDoom*'s advanced lighting effects, the space station here is given a life and sense of place just not possible in the past.

$Ex Inferus$
by Ferdinand Steinvor

For limit-removing ports. A 1-person megawad roughly 8 years in the making, Ferdinand describes himself as 'obsessive' in the text file which can only be a good thing for a project like this. And he doesn't disappoint whatsoever! While claiming to be a slaughter wad, the difficulty's probably more akin to a slightly harder Struggle: The Antaresian Legacy or mid-game Speed of Doom than wads like Flotsam or Swimming with the Whales. It's still consistently entertaining, but it's something to keep in mind. While you run into some nasty ambushes (in Map 05) for instance that almost earn the 'slaughter' billing, that simple doesn't describe enough of the fights for that to mean much. Still, Ferdinand maintains a vast command of detailing and intricacy that lasts throughout the entire megawad. Traversing a military base, you then move to some mysterious wooden palisades, an industrial

area, an urban area, a massive cathedral, and then, some ruins and the void. The last 5 maps finally earn this wad its label. Definitely worth your time.

$A Lost World$
by Dumbledoot6677

Limit-removing. The text file says "..my first maps of any kind that are worth releasing," and all I can say is that release EVERYTHING you've done so far because this set ROCKS. A cool naturalistic theme, maps which are perfectly suited for large amounts of combat, and a blistering difficulty that recalls Speed of Doom and the latter maps of Struggle (yes, those two have shown up in the same newstuff guide twice in a row, lol), this is well worth your time. For instance, the last major fight in Map 01 consists of masses of Revenants, Hell Knights and pinkies with two Arch-viles on either side and hunting down the 'viles isn't easy. But you're provided with just enough ammunition to succeed, more so if you're looking for secrets in the last section - unlike me.

#The Wicked on Every Side#
by michaelrockshim

Boom-compatible. A 9-map episode featuring a largely slaughter style and an aesthetic borrowed from Thy Flesh Consumed, this is overall quite solid. The opening maps seem stupidly easy by slaughter standards (enemy counts are below 200), and I almost wondered if this was a sort of less visually impressive Rush. By MAP04, there's a higher proportion of stronger enemies, and two maps in the last third specifically feature enemy counts I guarantee will make your eyes go wide (and quite unsuitable for playing in *GZDoom* unless you use hardware renderer mode supposedly). Not to mention the balance is seriously off, and the Dead Simple clone is one of the stupidest excuses for challenge I've yet to see. Still, I can't really complain too much about the rest. This aesthetic isn't exactly popular in modern slaughter, but it still might be worth your time if you like the genre.

$Mayhem Underzone$
by DoomRevolver

For *GZDoom*. DoomRevolver returns with this map smaller and more compact than his previous efforts but perhaps more challenging at the same time as stronger enemies are stacked in much greater density, at least on UV. Despite this, DoomRevolver continues to display an impressive command of detailing and visuals a la Use3D (hint hint). Still worth your time!

#Spooky Scary Skeletons wad#
by cotton0309

For *GZDoom*. A jokewad, playing the infamous Andrew Gold song in the background and pitting you against various variants of skeleton enemies in a mansion. It gets a little repetitive admittedly, but the light-hearted and mocking tone really go a long way to selling this. Besides, it's clear from the visuals that much effort went into this. It's quite rare to find a jokwad with actual decent gameplay.

#Ravenger#
by ChestedArmor

For *GZDoom*. ChestedArmour once again returns with this slightly experimental map. Although pushing a bloodwall near the start is obscure, things improve from there. While the lesser-clothed Revenant and naked Baron enemy that's seemingly titled "fiend" don't really seem like too much, it could be worst. The rapid-fire rifle replacement is a clear winner here as you move into the final area, containing some nasty fiend placement. The ending is basically a joke though, since no weapon you've got will be strong enough to pierce the Maurauder's shield - yep, that infamous Doom Eternal foe is here to waylay you. Just head to the exit. Not so impressive visually, and the start areas are frankly weak, but still slightly more than decent.

#Meatblock#
by A HandsomeFridge

For *GZDoom*. An awesomely atmospheric effort, utilizing CC4 textures and *GZDoom*'s advanced lighting and scripting features to create something that's both entertaining and immersive. The titular 'meatblocks' form quite an imposing sight. Little earthquakes and the use of bloodfalls to effectively teleport you around are some of the best aspects easily. The map also follows Zelda rules in that you often have to kill every enemy in a given area before proceeding. Problem is that fights starting out feel rather cramped and boring, plus it's a little weird how the Spider Masterminds are frontloaded before you reach the final and imposing nighttime outdoor area. I guess the latter is probably harder due to the presence of sniping chaingunners, and the fact that an Arch-vile will eventually teleport in. I did laugh at the SS ending. Honestly, it goes down better than someone placing a single former human at the gate.



ETHEREAL BREAKDOWN

THE BRAIN WILL BECOME THE NEXT WAR

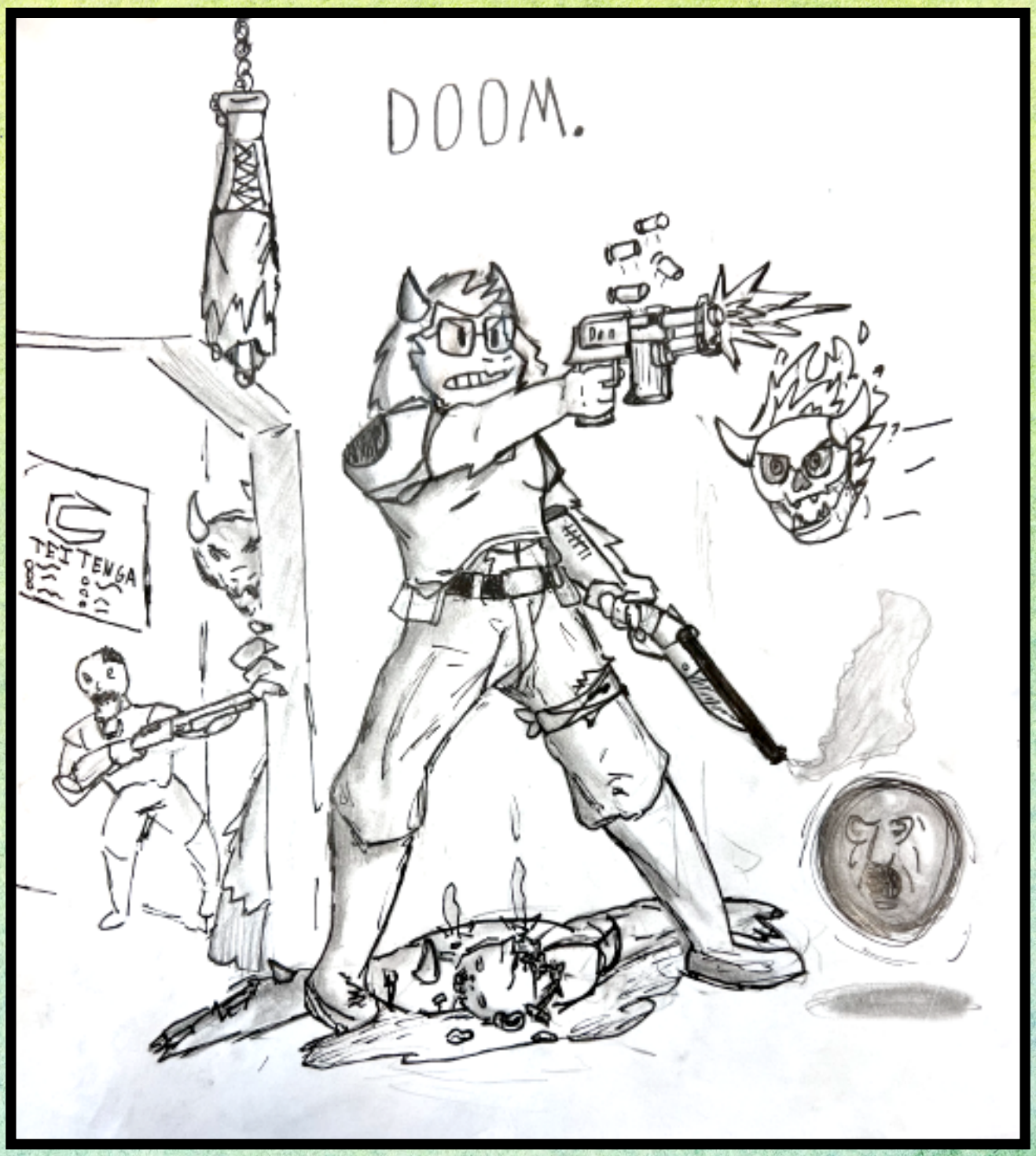
33 NEW LEVELS FOR DOOM 64



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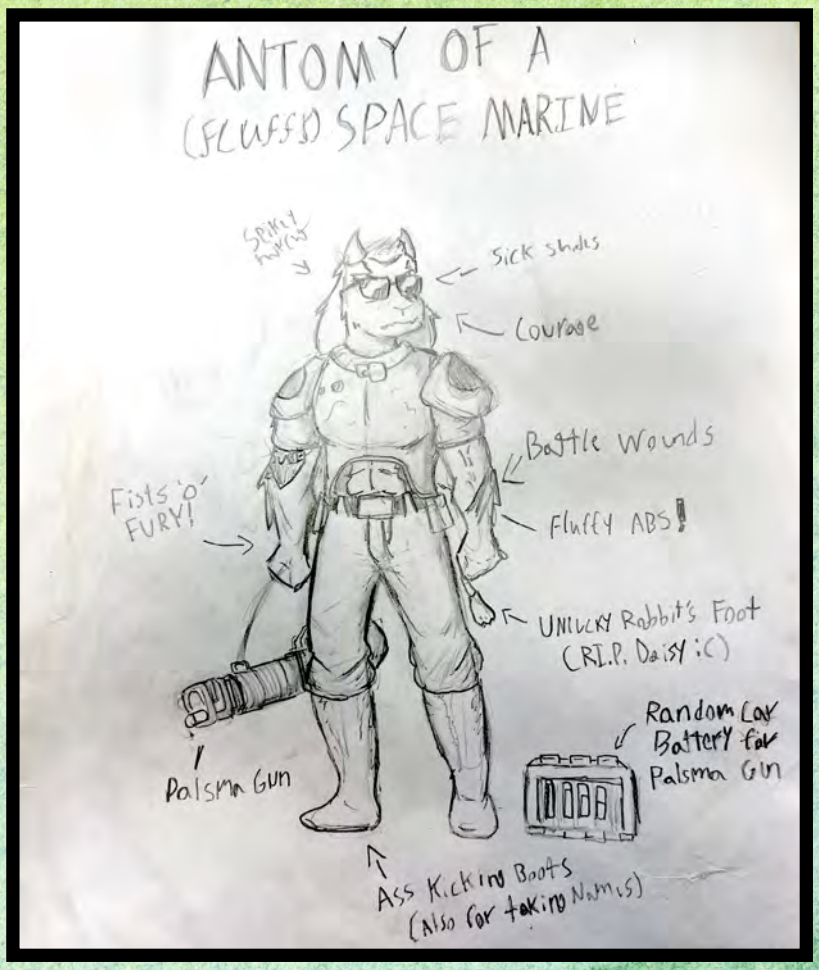
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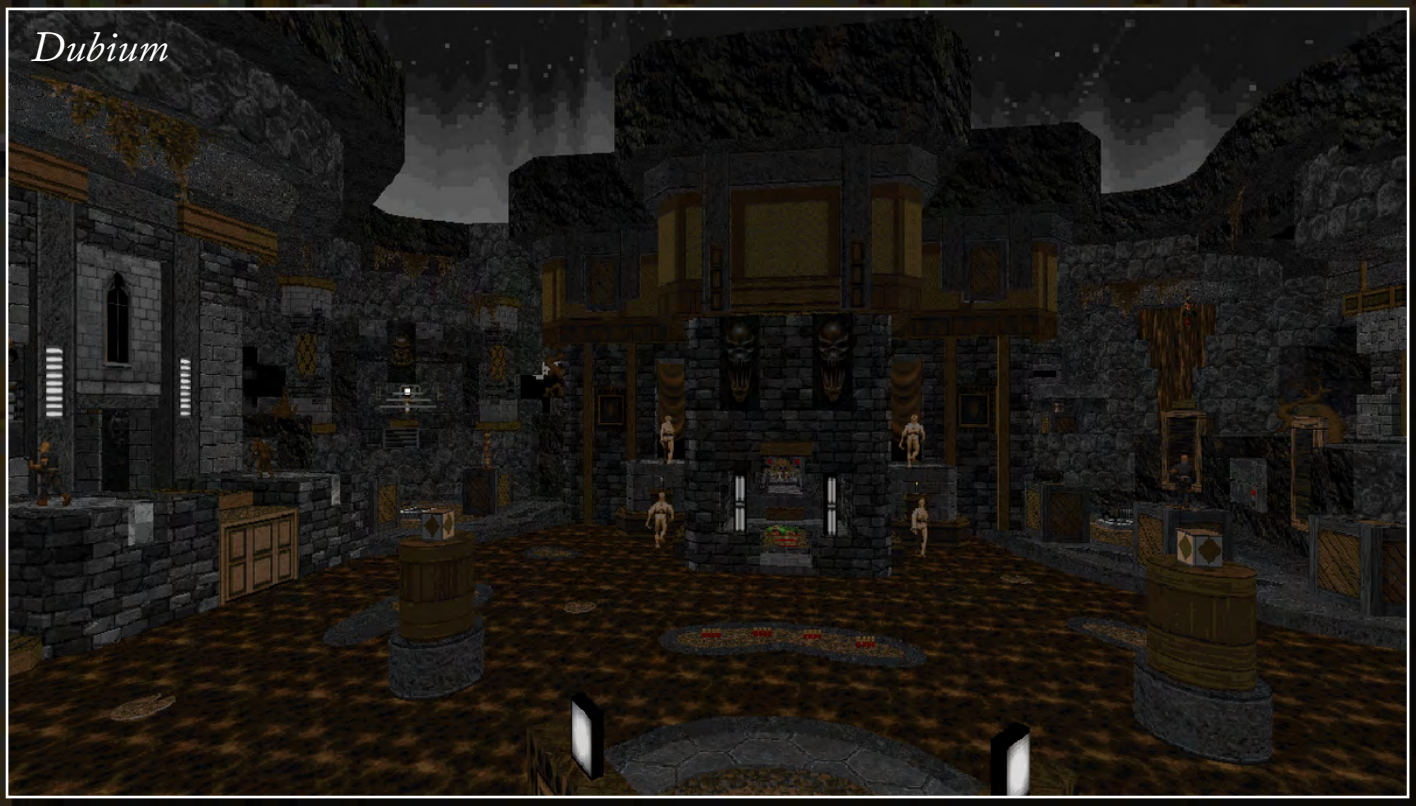
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Comic by Craneo

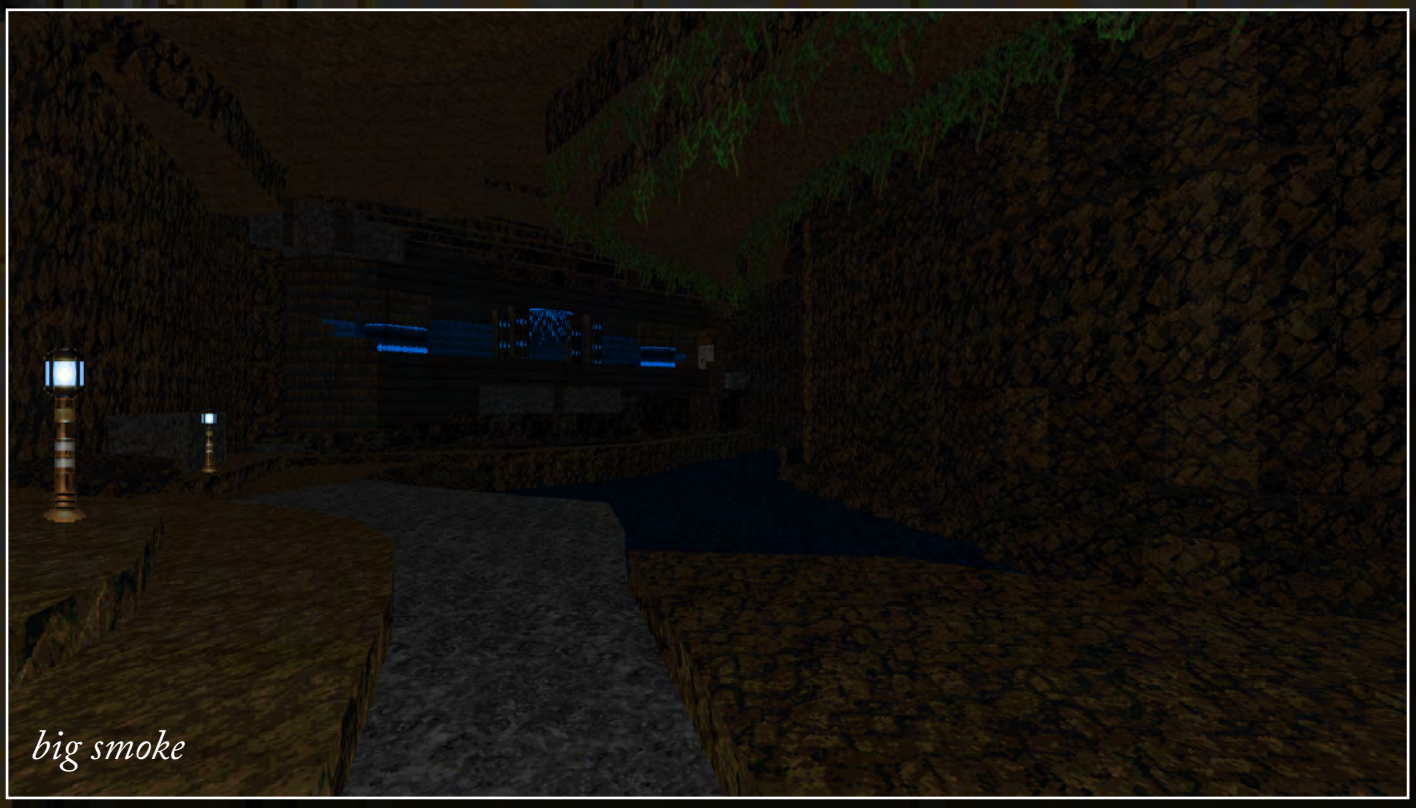


Art by Johnny Cruelty



Dubium

PICTURES GALLERY



big smoke

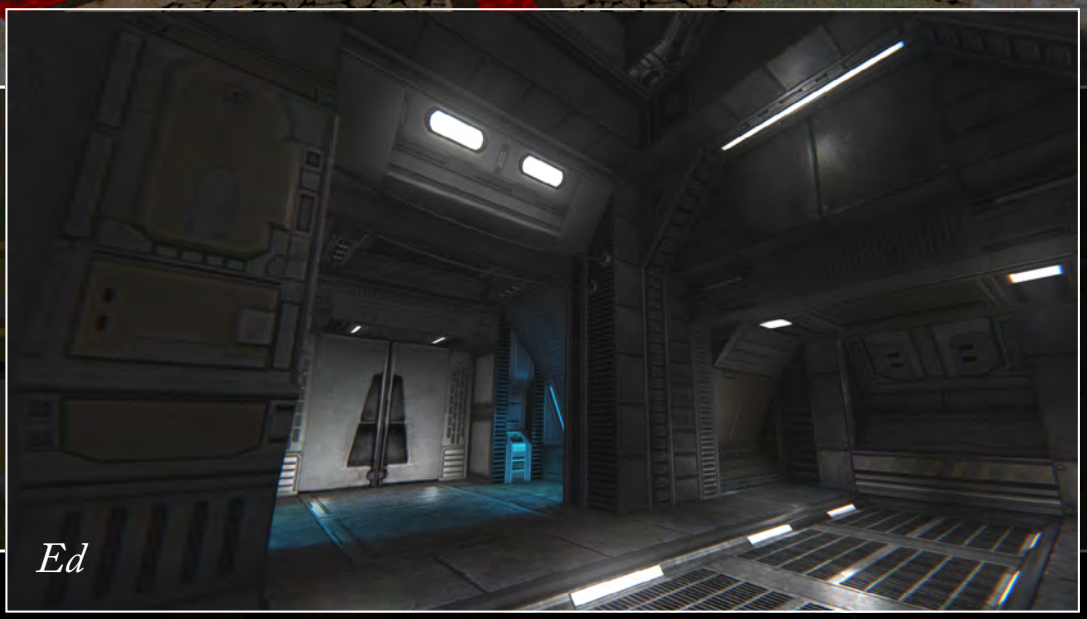

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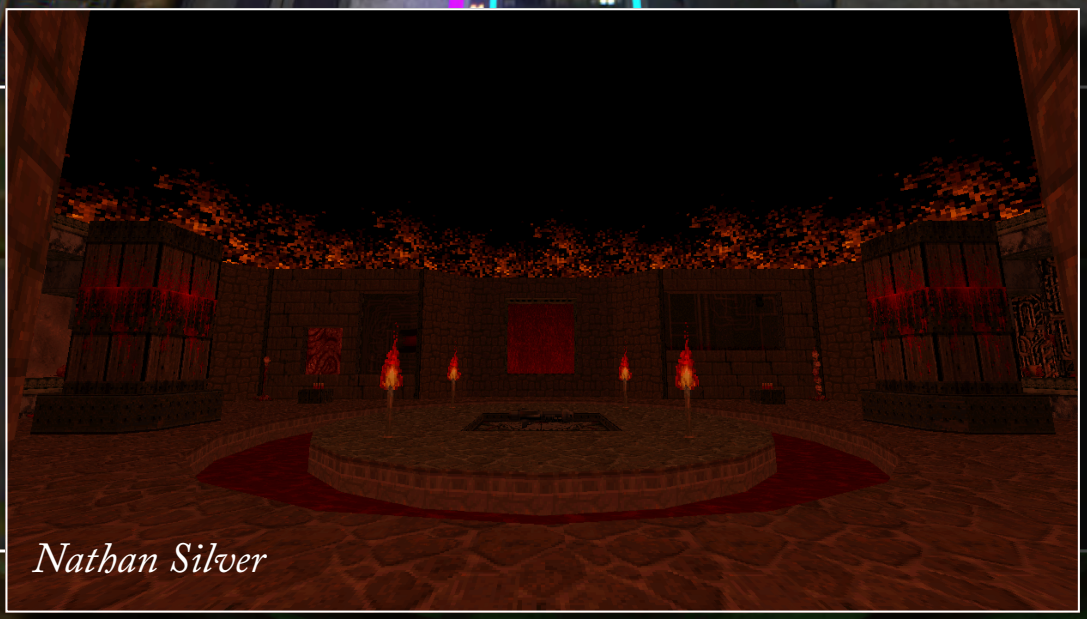


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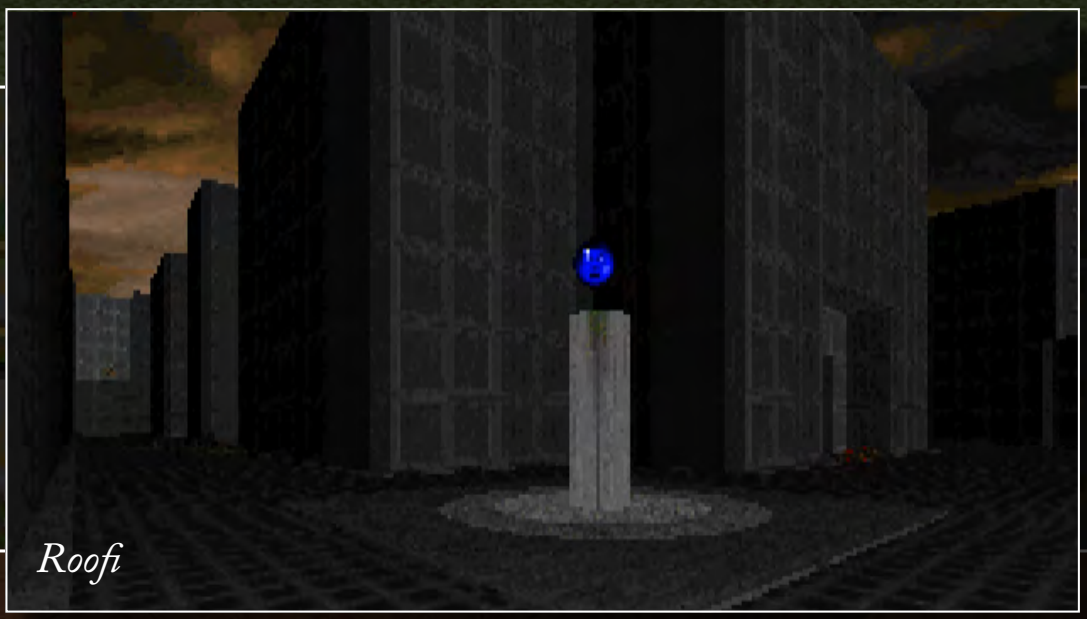
Nathan Silver



Kristian Nebula

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ENEMY!!!



=Marnetmar=



NaturalTvventy

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Tangra666
52/52
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100
110/200
16/ 50
0/ 50
0/300



The Wadazine is made entirely by the DOOM fan community and readers like you! If you want to contribute to the next Wadazine in any way, join the Wadazine Discord Community or tweet @Endless_DMW today!

ART

COVER ART SUBMISSIONS
DOOM FAN ART and COMICS
ARTICLE DESIGN and TYPESETTING
FAKE ADS (MUST BE FUNNY)
REAL ADS (COMMUNITY PROJECTS)
DOOM PUZZLES and QUIZZES
ARTIST SPOTLIGHTS

WRITING

DOOM RELATED ARTICLES
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NOW ACCEPTING SLAYERS

Vanilla, limit removing, MBF and Boom compatible!



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v4.8.1 OUT NOW!!

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NEWSTUFF ON DOOMWORLD

NEWSTUFF SINCE MAR 1, 2023 RIP AND SHARE.

- Toby Accessibility Mod - DOOM for the Blind
- DBP57: Shatter Realm
- [Vanilla - 1 map] sorry i blue my wad
- MyHouse.wad
- Mish Mash Mosh Pit [Doom 2 GZDoom Map]
- PSX DooM: The Forgotten Chapter
- Dead Simple and Refueling Base - Re-imagined
- [boom] peepeepoopoo - 1hr speedmap (v2 update)
- Tempest X - Doom II 5 level wad
- 3546 Ways To Die [Doom 2 GZDoom Map]
- Little bit of hell for the homies [WIP]
- To Hell With It
- PUSS XXVI: Clandestine Castle Crashing 2
- Mortuary of the Damned (first one for me)
- ALPHA-BRAVO.WAD
- PHOBOS BASE.WAD
- vanilla doom remake
- uac secret.wad
- EXALVID - Dream-inspired gothic map [GZDOOM]
- WIP Mod - UAC enigma
- The Demons Found My Crack Supply! - A map for Doom 1
- Community project office job.wad
- Uac Hangar.wad
- Hell On World Tour
- trench.wad, a Deathmatch map
- [GZDoom] Enhanced E2M1 with better lighting
- So I Started Blasting
- [MBF21] Disillusion, Ch. 1: Subsided, Without a Virtue
- 2.043 wads: a collection of random ol´ass wads
- The Survival Games 1.5 (SLAUGHTER WAD)
- MEAT MACHINE - Boom - 4 maps
- Brutal Elements: Wind, Fire, Poison and Ice
- Angmngthoo : Brutalist architectural style inspired map
- Revenant boy and jimmy 34 DOOM NIGHTMARE.wad
- [UDMF Solo Project] Deceiver of the Underworld
- [Ultimate Doom Community Project] Tribute Quilt
- First attempt at a slaughter map
- [GZDoom] Mildoom: a US marines styled mod
- ExKalibered Doom[GZD/LZD]
- [Boom] Mega 98.3
- Adrenaline Syndrome - abandoned WIP challenge map
- Mouse Crap
- ICARUS-MINOS.wad
- DARK SHADOWS - Doom II Weapon/Enemy/Maps mod.
- Hellkeep.wad 1 MAP WAD
- Pan-DEMON-lum (MAP03 OUT!)
- Relic - 4 adventurous maps
- Swalzi's Junkpost
- [GZDOOM] HEELBAIN - 9-map atmospheric UDMF episode
- sumthin.wad
- 2 Enemy Community Project RC1 Thread
- Abandoned Subspace
- dm_flooded - Tiny Deathmatch Map
- Beton Brut [Doom 2 / limit removing Single Map]
- Stone & Rock
- Psx Doom Uniques Revamped
- New dream [5-level WAD]
- Bloodbaths Terrible Vacation - 4 Boom maps
- [gzdoom][WIP] grot-inc:
- Abandoned Subspace V2
- REALTHRASH.WAD
- CastleShari.wad
- [Community Project] Super Doom TV - Limit Removing
- Kal's Layered Armor[Zandro/ZDoom/GZD]
- *[ALPHA]* NostalDoom - a Doom I E1 full replacement.
- [REQUESTS CLOSED] Volumus
- Mirror Maze
- Longshore.wad A GZDoom map by ChaseC7527
- SLOTTER II (Hell Revealed I + II Community Project) [Open to Submissions] - April Fools Deadline
- this wad is for BLUE TREES only - A DOOM 2 Map
- Vile Intentions [Map] [GZDoom]
- In The Halls Of The Goblin King - A Tim Roger's "Action Button" Discord Jam
- House.WAD
- Mirror Maze INSANE EDITION
- [Boom] Abduction - solo megawad, maybe [WIP - 2 maps available]
- "Doom 1 is easy because it has none of the hard enemies" - Ultimate doom, Single Boom Level
- Wad release (for real this time)
- The Inner Circle of Hell [Map] [GZDoom]
- Desecration of Memory [GZDoom 4.10.0]
- Charming Castle - my second level!
- Wonder Wheel - 4 maps, Eternity
- [HERETIC] ... Of Myth Relinquished (7 map DEMO episode)
- [DEATHMATCH] Lady Gaga's Blood Slaughter
- Aimless places - another first map
- Tech Wreckz - **A NEW 6 Map Tech-base Themed Deathmatch Pack!**

- WIP - STILL WATERS
- [Crispy Doom] Summoned - A short and dark castle map.
- [RC1] Devious Deviance (Release Thread)
- [Complevel 9] Cyberdemon 2 Shot Map
- Epic Doom Adventure! V1
- Precipitous Extirpation [Doom2, limit removing]
- Class_9a.wad (boom speedmap)
- [RC1 RELEASE!] - El Viaje de Diciembre
- Construct Carnage
- Doom - Undeground Levels

